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## SuperCheats.com's Unofficial Guide to

### Final Fantasy VII

by Absolute Steve



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## SuperCheats.com Unofficial Guide to Final Fantasy VII

When Absolute Steve offered to convert his 'ultimate guide' for this all-time classic game, it was too good an opportunity to pass up.

Enhanced with over 60 videos of gameplay taking you through some of the more tricky parts of the game, this guide also offers the chance to see how to complete things instead of just reading about it.

We hope to bring you more Final Fantasy guide from Absolute Steve in the future.

## Final Fantasy VII Guide

# Default Controls

WARNING: CHANGING THE CONTROLS FROM THE DEFAULT IN CUSTOM CONTROLS WILL CAUSE PROBLEMS WITH FOR EXAMPLE: CHOCOBO BREEDING, CLIMBING SOME LADDERS, AND SEVERAL MINIGAMES!

Area Controls (In towns, etc):

D-pad = Moving around

X = (Hold D-pad) to run

Square = Nothing

O = 'Ok button', talking, grabbing treasure

Triangle = Open menu

L1 = (Hold D-pad) to move diagonally

R1 = (Hold D-pad) to move diagonally

L2/R2 = Nothing

Start = Nothing

Select = Displays ladders(green), exits(red), and a 'hand' cursor

L1 R1 L2 R2 Start Select = Soft Reset

Battle Controls:

D-pad = Moving in the menu

X = Cancel button

Square = (Hold to) hide menu(to see HP/MP stats)

O = Select command

Triangle = Switch to other available character(no turn loss)

L1 R1 = (Hold to) escape from battle

L1 = Scroll through menu quickly

R1 = Scroll through menu quickly

L2 = Toggles display of available 'Targets'

R2 = Nothing

Start = Pause

Select = Displays extra bar with additional help info(including enemy names)

Useful Menu Controls:

Triangle = Unequip Materia/Accessory

L1/R1 = Swap between characters in submenus

o In Materia Menu: Move cursor to Arrange and select Arrange for arranging Materia by sort/color, Exchange allows moving materia from/to any character

o In Status Menu: Press O multiple times for Elemental/Status Ailments info

o In PHS Menu: Press O on character twice to view additional info

o In Config Menu: Many options available, ATB at Wait is useful for starters, that will allow you to scroll through menus without being attacked. Memory will put the cursor where you left it the previous time in battle.

## Final Fantasy VII Guide

### General Tips

- o Save often, and keep multiple files. You can never have enough save files!
- o Hold a stock Potions (or Hi-Potions/X-Potions later on) and Phoenix Downs
- o Explore and talk to everyone multiple times, you may get interesting info
- o DOUBLE growth equipment can often be a better choice than a stronger piece of equipment, as your materia will gain better spells at a much faster rate
- o Long range characters should be in the back row, as they'll take less damage this way. There's only a few weapons for them that are not long ranged
- o If you get a back attack, quickly tap L1 R1 and you'll be facing the enemies
- o Most enemies have their own unique weakness. Humans can often be poisoned and mechanical enemies are weak against lightning
- o Enemies can also have immunities. Don't use Earth spells on floating enemies for example, and don't use Fire if you suspect the creature is aligned
- o Focus on a single enemy until it dies. This is a better method than to damage all enemies only a little, since they'll all attack back at some point
- o Once you can get Hypers, it may be useful to give them to your characters which gives them the status 'Fury'. Under this status, your Limit Break will fill up TWICE as fast (the limit bar will be red). The only downside is that your characters will miss more often, but this is still a great way to learn new limit breaks!
- o Alternatively, you can put your characters in Sadness by giving them Tranquilizers. This will halve the speed of the limit bar (colors it blue), but the plus side is that your characters will receive ~30% less damage!
- o Stick with the general controls, or you may experience some glitches

When you see these notes, you DON'T NEED to do them to finish the game. They're just there for PLAYERS who want to get EVERYTHING FF7 has to offer. If you want to get a Perfect Save file, follow the instructions of these notes.

Like I said, THIS IS HIGHLY OPTIONAL. You can just ignore these notes if you don't care. You'll still be perfectly able to do everything else. The reason these notes are in the Walkthrough is because for people who do care, this is the best way to remind them of what to do.

Final Fantasy VII Guide - Walkthrough

**The Reactor #1 raid**

```

Oo*=-*-=-*-=-*-=-*-=-*Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*oO
|| Treasure:| Potion(x2), Phoenix Down, Potion, Restore Materia,                ||
||          | Assault Gun(Boss Reward), Potion.                               ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*oO
  
```

This video shows you around the first Reactor, including the first few battles and the Guard Scorpion, the very first boss

After the intro movie, you can control our spikey main character. Search the body of the first guard twice to find two Potions. I assume you know the controls, which can also be found in the booklet. First-timers would do well to press the select button, which will place cursors all over the screen. It will tell you which way to go, and where you are. Exits are marked with red triangles. If you are a first-timer, I suggest you read section {0} that covers the controls and some basic hints.

Run forward and you'll come across two guards that you'll have to fight. Using your regular attack will easily do them in. Head to the next screen, and talk to your teammates to the north. You'll get to rename Cloud, the main character (if you want to). You can never undo this, so choose wisely or stick with his default name. You'll also get to name Barret.

After the dialog, head north to follow your team members. From this moment onward you can get into random encounters. Head into the reactor and talk to Barret, who will become a party member.

Head into the Menu and select 'Order'. You'll want to select Barret twice, which will put him in the back row. Since Barret has a gun-arm, he'll be able to hit for the same damage, but only receive half the damage from physical attacks.

Talk to Biggs and Jessie, who'll eagerly open the doors for you. Head to the southern room to find a Phoenix Down. Talk to Jessie once more, go inside the elevator and press the button. After some dialog, exit the elevator, follow Jessie downstairs and go through the door. Walk to Jessie for a tutorial on how to climb ladders (which are marked with green triangles, if you used the SELECT button before). The blue potion lying around is.. well, a Potion. Climb down the second ladder, walk over some pipes, and find your way to the final ladder.

I suggest saving your game at the Save Point, which looks like a rotating quotation mark. Generally, Save Points appear before bosses or other moments when 'something' is going to happen. Head down to the next screen, grab the green marble now formally known as Restore Materia, and fiddle with the valve. It's time for your first boss fight.

Name: Guard Scorpion (Level: 12)		Weakness: Lightning
HP: 800		Nullifies: Poison, Gravity
Exp: 100		-----
AP: 10		Status Effects Weaknesses:
Gil: 100		Slow, Stop
Drops: Assault Gun(100%)		-----
Attacks: Search Scope [1 Enemy, Selects target for next attack]		
Rifle [1 Enemy, Phys Atk, 41 Base Damage]		
Scorpion's Tail [1 Enemy, Phys Atk, 71.75 Base Damage]		
Tail Laser [All Enemies, Phys Atk, 123 Base Damage]		
-----		

```
|Strategy: Have Cloud use Bolt all the time, while Barret keeps on using
|regular physical attacks and healing Potions whenever their HP drops below
|100. Use your Limit Breaks when you get them. When Guard Scorpion puts his
|tail up, don't attack him. Instead wait until he drops his tail again, and
|continue the fight. If you do attack him, his counter attack Tail Laser will
|inflict around 75 damage normally. If Barret's in the back, it will be half
|damage for him. This being the first boss, you shouldn't have any problems
|beating it at all.
```

After the battle, you'll have 10 minutes to escape from the Reactor, cause it's going to blow! Go into the menu and equip Barret with the Assault Gun, which is better than his initial Gatling Gun. On a side note, the timer does NOT stop while in the menu. The only moment it'll stop is when you pause the game during a battle. Backtrack your way to the screen where you left Jessie.

You'll notice Jessie fooling around at the lower part of the screen. Walk over and help with her stuck foot. Simply return to the elevator after this, ride it up, talk to Jessie and Biggs to open the doors and make your way out of the Reactor #01!

Make your way up the stairs after the scenes. You'll come across the flower girl that we saw in the intro. You can give different responses, and they will affect a certain scene later in the game.

Don't let the electricity freak you out in the next screen. Do something more productive instead by picking up the Potion near the exit below, then leave.

Shinra Guards will attack you, but you'll be given a choice: Fight or Run. Be quick with deciding however, or the game will pick the option that you left the cursor on when the guards reach you.

After the dialog, follow Jessie and jump over the crates. In the next screen, talk to Jessie again and she'll show you some things on the monitor. Walk to Barret after this, and more dialog and a cutscene will follow. After exiting the train, walk to Barret again for more dialog. After that, you're finally given the first bit of freedom in the game. You can talk to the Train Man, or even more interesting, head to the right to fight monsters in the train graveyard. That's not necessary at all though, so head to the left like the rest did.

**(Perfect Game Note 1:)**

NOTE: Again I feel I must mention - for those who skip all introductory paragraphs - that these Perfect Game Notes do NOT have to be done in order to complete the game. This Guide can be followed perfectly to ensure that you don't miss anything, without having to do the instructions in these perfect game notes. They are only for perfectionists, and they are implemented in the walkthrough to ease them in this tough(hehe) challenge.

Please don't feel distracted by these if you're not interested in, and simply use the Guide regularly. [Yeah. Boring talk ends now.]

If you're doing a so-called "Perfect Game", then you'll want to max out everything possible. That includes rare items and/or items that cannot be obtained after certain events. Iron Bangles are one of these items, and you'll need to save up on money to buy 99 of these if you're planning on doing this challenge. It'll definitely take you some time, so good luck! If you get into battle with three Mono Drives, pray that they drop an Ether – you can sell these for 750 gil, which is a LOT at this point.

Head to the train graveyard to the right so you can save up money to buy 99 Iron Bangles. This can take a very long time, however there is a way to slightly speed it up. Mono Drives (the small floating robots) sometimes drop an Ether. You can sell this for a whopping of 750 gil! Just pray they drop it, because it's a rather rare drop. I wouldn't sell any other items. You must get 15840 gil to buy 99 Iron Bangles..however you'll get 1500 gil from Barret, and



you can also find an Ether. You may also want to set the Battle Speed to the maximum in the menu. This will cut off a few more minutes per hour. Still, expect it to take a while.



Final Fantasy VII Guide - Walkthrough

**The second raid: Reactor #5**

```
Oo*=-*=-*=-*=-*=-*=-*Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo=-*=-*=-*=-*=-*=-*=-*Oo
|| Treasure: | Phoenix Down, Hi-Potion, Ether, Potion, Tent, Ether,          ||
||           | Titan Bangle (Boss Reward).                                 ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
```

Are you ready for the second AVALANCHE mission? This video shows how to get through the train while getting all the goodies!

Once inside the train, talk to Tifa after the dialog. The alarm goes off.. and you'll only have 15 seconds to get to the next part. The man in the right back will give you a Phoenix Down when you talk to him during the alarm. Be fast though. In the second car, you'll get another 15 seconds. The man on the lower left will give you a Hi-potion if you talk to him and tell him 'Yeah'. Again, be quick! In the third wagon, a pickpocket guy will sometimes steal something from you..like a small sum of money, or an item like a Potion or Phoenix Down. If he does, you'll hear a tingling sound. If you want it back, you have to run back to him and talk to him and answer 'That's Right!'. That's the bottom answer, so don't just button tap through it! Be quick during this whole thing. In the last few wagons, there are no items. Get to the end as quick as possible, and then jump out.

You are now in a Winding Tunnel. The right way is to go up, but if you want you can go down 5 screens and find a heavily guarded door where you can battle Special Combatants who will keep coming. It's not really worth it though. If you really want to train, you'd best do it in the tunnel. The Grashstrike enemy (The green bug-like creatures that use Silk often) sometimes drop an interesting item called Spider Web. This item casts Slow on all enemies, and it's interesting because Slow works on many bosses. If you can (and want to), try and get a few, because you won't be able to for a really long time. The chance it's dropped is about 4.7% for one creature. Since they tend to come in large groups, the chance per battle is higher.

When you come to the green laser beams, check the ventilation shaft to the left and crawl in. You won't be able to get back in the tunnels though. Grab the Ether and head down. Here, climb down another ladder. In the next area, that looks huge, just head to the long ladder that's nearby on the left, and climb up. Crawl through the shaft, and talk to Jessie. A Potion is slightly concealed on the left. Head to the lower left, and climb down. In the next area, talk to Biggs, grab the Tent item, and Save if you wish. Climb the small ladder to get to the reactor. Here, things should look familiar. Walk a little bit to the lower right and Cloud will slide down. Walk to the door on the left, and in the next screen go down the ladders again. Walk across the pipes, and to the end of the hall, just like last time. Save if you want to. When you approach, a scene will happen. Set the bomb, and backtrack all the way until you're at the elevator. Ride it up by pushing the button.

This video shows how to simultaneously press buttons and how to kick robot ass!

The chest in the next area holds an Ether (hmm, money). The device on the upper left opens the door, but all three the buttons must be pressed at the same time. Timing is everything.. if you get this on the first try I will give you a... a..chocolate cookie! Head further, now would be a good time to use the save point. If you want to, you can take your time to build up limit breaks for the next boss battle. Exit the area to the top, and walk all the way until you get a scene .. and a boss fight.

```
.....
```

Name: Air Buster (Level: 15)	Weakness: Lightning
HP: 1200	Halves: Fire
Exp: 180	Nullifies: Earth, Gravity
AP: 16	-----

Gil: 150	Status Effect Weaknesses:
Drops: Titan Bangle(100%)	Slow, Stop
-----	
Attacks: Big Bomber [1 Enemy, Phys Atk, 109.375 Base Damage]; Energy Ball [1 Enemy, Phys Atk, 65.625 Base Damage]; Rear Gun [1 Enemy, Phys Atk, 43.75 Base Damage]; Bodyblow [1 Enemy, Phys Atk, 87.5 Base Damage]	
-----	
Strategy: This is the only boss battle where you have a side attack. This gives you a big advantage over Air Buster, who takes 5 times the regular damage when attacked in the back. Time your Limit Breaks well and they can do enormous amounts of damage. You can skip a character's turn with the Triangle button. Use Bolt alot, and try to keep up everyone's HP to at least 150 .. The most devastating attack that Air Buster has is Big Bomber, which can easily inflict 100 points of damage. Fortunately, he'll run out of ammo for that, making this battle even easier than it was.	
-----	

A scene will take place. Afterwards, you'll wake up...





Now you can basically go to the dress shop and change clothes. However, if you want Cloud (or Aeris) to be picked, there's a bunch more Key Items to be gotten. If not, skip ahead to Don Corneo's Mansion.

**(Perfect Game Note 2:)**

Of course you can never get all the Key Items. Therefore, go for the best ones when you can, which are Silk Dress, Blonde Wig, Sexy Cologne, Diamond Tiara. Get the Member's Card, and get either Lingerie or Bikini Briefs. Also have Cloud put up some make-up, just to make it perfect, even though it's not an item. The Phoenix Down in the lackeys room can still be gotten, just at a later time.

After getting the Wig, it's time to get a Cologne of some sorts. Head to the bar and talk to the woman in the toilet. Looks like she could use some medicine. Head over to the restaurant (left of the Save Point) and order a menu. Either Korean B.B.Q. Plate, Sushi Plate, or Today's Special. They all cost 70 gil. Be sure to answer with "It was alright", or you won't get the Key Item 'Pharmacy Coupon' that you'll want.

Head over to the Item Shop. You can select Disinfectant, Deodorant, or Digestive here for the Coupon. Choose Digestive and give it to the woman on the toilet in the bar. Depending on what you gave her, she'll give you this in return:

Digestive = Sexy Cologne (Best Cologne)

Deodorant = Flower Cologne

Disinfectant = Cologne

Now it's time to get another extra, a Tiara. Head over to the Materia Shop, which is north from the Save Point. Help him out, and head to the Inn, near the south entrance. Stay at the Inn (costs 10 Gil), and buy something for either 200, 100 or 50 gil. The one for 200 is, of course, the best. Head back to the Materia Shop owner and show him what you got.

200 gil = Diamond Tiara (Best Tiara) 100 gil = Ruby Tiara 50 gil = Glass Tiara

Now you're really almost done. Promise. Head all the way south and talk to the guy on the lower right. He'll give you his 'Member's Card' for the Honeybee Inn, just like that! Now head right, and ..into the Honeybee Inn.

Talk to the girl, and choose a room.. The Lover's Room (upper right) and the Queen's Room (lower right) are both occupied, but you can take a peek or listen to see a scene. Move your view through the Keyhole slightly.. what the ... Okay, let's move on. The &#\$% Room (Upper Left) will give you Lingerie, and the Group Room (Lower Left) will give you Bikini Briefs. After either room/scene, head to the upper room, and have the left girl put some make-up on Cloud. Now everything should be perfect..right?

Head out, make your way to the dress shop, and change by walking to the change room. Now you can finally enter Don Corneo's Mansion to the north. Once inside, head upstairs and head to the left, down into the basement. You'll find Tifa (and an Ether) here. After the dialog and getting the Ether just head upstairs again, and through the middle door.

Without making a ridiculous long list, the below list summarizes who's chosen:

Cotton Dress Anything = Tifa

Satin Dress Anything = Tifa

Silk Dress Wig Anything = Tifa

Silk Dress Dyed Wig Anything = Tifa

Silk Dress Blonde Wig Anything = Aeris

(with the exceptions below)

Silk Dress Blonde Wig Sexy Cologne Ruby Tiara Bikini Briefs = Cloud

Silk Dress Blonde Wig Sexy Cologne Diamond Tiara Anything = Cloud

Now, depending on who's chosen, you're either with Cloud in the room with Corneo's lackeys, or Cloud is in the Don's bedroom. If you're with the lackeys, just talk to all of them and get the Phoenix Down. Cloud will reveal he's a guy .. and battle the lackeys. After this, head through the middle door and into the Don's bedroom.

In the Don's bedroom, some dialog will happen, but be sure to get the well hidden Hyper behind the bed. If Cloud

got chosen, you'll be able to get the Phoenix Down from the other room, some other time. After the dialog, when you attempt to leave, you're given three options to choose from, but all three will lead you to the same fate..falling down in the sewers.





Jump down the hole and head over to the other side. Climb the ladder up to the Train Graveyard.

### (Perfect Game Note 3:)

Depending on what type of perfect game you're doing, you might be here for a while, stealing 99 Ghost Hand's from Ghosts. That is, if you're not planning on using the W-Item trick later on, because if you do, you can just get 1 and make sure you never use it, then copy it later on. Also, on a side note, it is still possible to get Ghost Hand's in the Battle Square of the Gold Saucer. Only on Disc 1, and a part of Disc 2. After you get the Highwind, it can never be gotten again, since by then all enemies that can possibly have it (Ghosts, Sneaky Step, Gi Spector) will be gone from the Battle Square. Get some now!

The Train Graveyard holds many items, and not only while exploring. The battles you fight here can turn out to be quite rewarding.. You can steal Ethers from Deenglows (the flying pink-winged creatures), and as you know, they sell for alot of money (750 a piece). You might want to stock up on them, and never kill a Deenglow before stealing the Ether. Then there's the Ghosts, from which you can steal a Ghost Hand. It's an item that drains MP out of your opponent and gives it to you. Not that great, but it's a pretty rare item. Why not steal one and keep it safe? The last item is the Graviball, which can be won from Deenglows. It casts Demi 2, which halves an enemy's HP, if it works. Note: You can only win an item from creatures if you didn't successfully steal from them. In this case, if you steal Ethers, you won't win a Graviball. Then there's the Striking Staff, but more about that soon.

Here's a save point, should you want to save. Head into the first train, and walk out of it and check out the barrel to find an Hi-Potion. Walk back, and this time climb up the train by the ladder of some sorts. Pick up the Hi-Potion and walk to the end. Walk off the train by the left, and check the barrel to receive an Echo Screen. Now walk a bit to the right and down between the trains. Go inside and grab the Potion, after which you can exit the train again on the lower right side. Climb the ladder almost in front of you, and go down the other one up ahead. Walk through the last train, and get the Potion before exiting the screen.

The Train Graveyard is home of strange creatures, among which the creature Eligor. It only appears in the northern section of the Train Graveyard (with about 23% chance of appearing). Be sure to equip someone with the Steal Materia you found in the sewers, because you can steal the Striking Staff from Eligor, a VERY good weapon for Aeris at this point of the game. Also steal unique Ghost Hands from Ghosts, and Ethers from Deenglows.]

In this next screen, it should be noted that you keep an eye out for a creature called 'Eligor'. It appears alone, and it looks like half cyborg, half horse.

It's stronger than the regular enemies, and you can steal the Striking Staff from it, a GREAT weapon for Aeris. It's got at least 16 more attack than the weapon she's got now, so I suggest you get it. Usually, this will take many steal attempts (like 30). It's worth it, though. The chance you encounter Eligor when you get into a battle (Northern part of the Train Graveyard only), is roughly 23.4%.

On this screen, first grab the Potion that's visible on the lower left of the screen. After this, head more to the left and check out the barrel for an Ether. Now head over to the right of the screen, and hop into the brown-ish train to move the other train on the left. Finish the job by also hopping in the upper brown-ish train. Now climb the ladder and grab the Hi-Potion there. Walk over the train you moved, and exit the place by the left. Walk all the way to the left to find that a battle is going on at the Pillar.

After the dialogue, use the save point if you want, then climb the stairs. It's a fairly long climb, but you'll manage. At the top, talk to Barret, and access the menu for some last 'modifications' before the next boss battle. Have Barret in the back row as always, and don't forget to give him some Materia, like Fire. Give restore to Tifa, who probably has the least strength stat. Also equip Barret with a better armor, like Mythril Armlet. Now you're ready to rock!

Reno's no pushover and his pyramid attack entraps one of your characters. Perform a physical attack against the pyramid to release that character and take back control of him/her. Reno himself is best pummelled by fire spells and Limit Breaks until he bails.

```
|Name: Reno (Level: 17)                |Halves: Lightning                    |
|HP: 1000                             |Nullifies: Gravity                   |
|Exp: 290                              |-----|
|AP: 22                                |Status Effect Weaknesses:          |
|Gil: 500                              |Sleep, Poison, Stop, Slow,        |
|Drops: Ether(100%)                   |Darkness                            |
|Steal: ---                            |-----|
|Attacks: Short Staff [1 Enemy, Phys Atk, 61.25 Base Damage]; Pyramid [1 Enemy, Causes 100% Imprisoned]; Electro-mag Rod [1 Enemy, Phys Atk, 73.5 Base Damage, Can inflict Paralyzed];
|-----|
|Strategy: Reno has an attack called Pyramid. This special attack will keep the character it's used against imprisoned in a pyramid, and he/she will not be able to fight for as long as they're in that status. The only way to cure this is to attack that character with a physical attack. The pyramid will then vanish. His Electro-mag Rod attack can sometimes paralyze a character, but this status doesn't last very long. Pound away with Fire and Ice spells, but avoid Bolt spells. Use Limit Breaks when you can, and you won't be having any problems with Reno.
|-----|
```

After the battle, a bunch of scenes will occur. Eventually, you'll be back in Sector 6.

## Final Fantasy VII Guide - Walkthrough

### Back in the slums

```

OO*=-*=-*=-*=-*=-*=-*OO*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*OO=-*=-*=-*=-*=-*=-*OO
|| Treasure:| Sense Materia, Turbo Ether, (Ether). ||
OO*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*OO
  
```

Run down a bit so Barret and Tifa will come and join up. Then head back to the playground, and pick up the yellow Sense Materia. With this you can check out enemy stats, though it's not very in-depth. Go back south, and walk out of the whole area. When you meet the 'Vice' enemy again, you can attempt to steal something from THEM instead. You can steal a Speed Drink from them, which casts Haste. Just be sure they don't steal your items and take a run for it. Still, this is a good item nonetheless as it'll be a very long time before you can cast the spell Haste yourself through Materia. Head north and visit the right house that used to have a sleeping kid in it. He's now awake, and if you didn't steal his 5-gil before, he'll now give you a Turbo Ether. Now head over to Aeris' House on the right and watch the scene. Head upstairs afterwards and go to Barret. You can also rest in the bed to the left. Go outside..looks like you're headed to Wall Market, so go there. You should know where it is.

At the Wall Market, you can check out the Materia Shop that is open now, though he doesn't sell anything new. No, you better head over to the Weapon Shop and talk to the guy on the left. He sells Batteries, three of them, and you must buy these in order to proceed with the game. It'll cost you 300 gil. Head to the Don's Mansion and you'll see some kids running to the right. Before you head there, go inside the Mansion and through the door on the right. If Cloud was chosen, you hadn't gotten the Phoenix Down yet, so get it now. Also check out the basement, where Kotch, one of the Don's Henchmen is tied up. Free him and he'll give you a bit of info on what happened. You can also get the Hyper from behind the bed, should you have missed it the first time around. Exit the Mansion and head to the right.

You must climb that wire to save Aeris..so climb up. In the next screen, climb as far as you can, then walk to the left and in a circle until you reach the spot where you can put a battery in. The propeller will make a way for you. Jump on it, then continue until you need another Battery for making you another path.

You need to insert the batteries to make it work ..if you know what I mean.

**(Perfect Game Note 4:)**

This is a dilemma of some sorts. You can choose to keep the Battery, but that also means you're missing up a treasure, and you will not actually get a 100% treasure file. Then again, if you're going for the Ether, you lose the Battery, which is a much rarer item, which you can better keep in your inventory, since Ethers can easily be gotten later on. I suggest you keep the Battery, using the following logic: You were missing this treasure on purpose, saving the Battery for having a fuller inventory in the end. Therefore, I wouldn't count the Ether as a missed treasure. In the end, no one's going to notice.

Climb up, and up some more before you jump. Use the Battery to be able to reach an Ether. Head down and then time your jump. When it's near, go for it. Climb all the way up, and you'll be at the Shinra Headquarters. \*Battle pose!\*



that isn't already written here. There are three methods of getting the password. The first involves you puzzling it out on your own, with tables to help you on your way. The second and third methods are tricks to get the password quickly.

**Note: Method 1**

There are 4 different sections of the library. The lower left is the 'Urban Dev. Research Library'. In this section, the following files are the ones that this section normally has to have:

```
-----  
|Names of the files:|  
|-----|  
|Midgar City map: Sectors 5-8|  
|Reactor Construction Chart|  
|Problems with Plate construction in Midgar|  
|New plans for Urban Planning|  
|An illustrated guide to City Planning|  
|Midgar City Map: Sectors 0-4|  
|-----|
```

The lower right section is the 'Scientific Research Library', and the following files are the ones that the section should normally have:

```
-----  
|Names of the files:|  
|-----|  
|Final evolutionary stages in land dwelling life|  
|Report on high Mako levels in living beings|  
|The Ancients in History|  
|Mako energy and the rise in life forms|  
|File on Dr. Gast, Biologist|  
|Data on experimental animals living near Midgar|  
|-----|
```

The upper left section is the 'Peace Preservation/Weapon Dev. Research Library' and the following files are the ones that the section should normally have:

```
-----  
|Names of the files:|  
|-----|  
|Materia production and its military uses|  
|Heidegger's Shinra peace keeping law|  
|Breakdown of SOLDIER members by class|  
|Plan for new land weapons|  
|Economic report: anti-Shinra activities|  
|Ranks and extended use of Mako weaponry|  
|-----|
```

Last, the upper right section is the 'Space Dev. Research Library' and the following files are the ones that the section should normally have:

Names of the files:
Modern history of Midgar space program vol. 1
Modern history of Midgar space program vol. 2
Diminishing Mako energy and Planet movements
Results of the failed space mission "YA-79"
Economic report: Space Dev Program
Shinra rocket space travel

You'll notice that there is one file in each section that doesn't belong there. You can simply check the above tables to see if something doesn't belong in a section. That file, that doesn't belong in the section, has a number in front of it, which you must check. This number indicates which letter of the file is used in the password. For example, with the file 'Shinra rocket space travel' with the number 15, the letter A is used in the password. Spaces don't count, just letters/characters. Check all four the sections, and you'll get four letters.

These letters should form one of the words the Mayor lets you pick out of: BEST, KING, ORBS, BOMB, MAKO, HOJO. The answer is never: ORBS or HOJO.

**Note: Method 2**

This one's easy, and comes from BrutalAI. Walk to the upper right room, also known as the 'Space Dev. Research Library', which has a blue floor and green shelves. Check out the file on the LEFT of the MIDDLE shelf.

If the file is this:	Then password is:
2 Economic report: Space Dev Program	BEST
1 Results of failed space mission "YA-79"	KING
1 Breakdown of SOLDIER members by class	BOMB
10 New plans for urban planning	MAKO

**Note: Method 3**

There is also an easy trick that will also allow you to skip this whole puzzle. Basically, talk to the Mayor, and when he asks you to choose a password, choose 'Wait a second'. Now take the elevator on the bottom of this screen to the first floor. Head outside, and save the game. Go back up with the same elevator, to the 62nd floor again. Try all the passwords until you got the right one. Now reset the game, restart from your save, and go back up to the Mayor and answer with the password you got from the previous time. Voila, the Elemental Materia is yours!

Your reward varies on how good you do:

- Get it right on your 1st try: Elemental Materia
- Get it right on your 2nd try: Elixir
- Get it right on your 3rd try: Ether
- Get it right on your 4th try: Potion
- Get it right on your 5th try: Nothing

With the Keycard 65, head up to the 63 floor. You can skip this, although there are useful items to be gotten here. Walk to the computer on the lower right, and it'll allow you to open three doors anywhere on this level. To get all items, you must open up the right combination of doors. Walk all the way up from the right, and then a bit to the left. The door that blocks the path to the left is the first one you should open up. Walk more to the left, ignore the first door below, but open the second door below. Grab the 'A Coupon' from the room to the left, and enter the



air-duct. Crawl to the end on the top of the screen, and grab the 'B Coupon' from the room you land in. Now just walk out the room, to the left, open the door, and grab the 'C Coupon' from the room. Crawl back in the air-duct, and exit by the right.

**(Perfect Game Note 5:)**

Don't exchange the Coupons for the items. You can get the items later on, but the Coupons will be lost forever if you exchange them. This may sound as another dilemma if you see the items as missed Treasure, but having the Coupons shows you pretty much did do the puzzle, and thus could've gotten the treasure at any wanted time. So don't count it as 'missed treasure'.

The computer can change the coupons you found for the following items:

A Coupon = Star Pendant

B Coupon = Four Slots

C Coupon = 'All' Materia

The Four Slots has, well, 4 materia slots, but it's defense sucks, so I advise you not to equip it. The Star Pendant is your first accessory, and it protects against Poison, so be sure to give it to someone.

Head up to floor 64. In the fitness room, there is a vending machine in the upper left that sells 'Shinra Gym Special Drink' for 250 gil. Try it out and bang on it. Later on, you'll be able to get a reward from this.. You can also rest and save in the room on the left. Last but not least, you can grab a Phoenix Down and an Ether from the lockers in the upper room. The megaphone looks worthless now, so Cloud will leave it.. go to floor 65.

On this floor, you will occasionally have to fight random encounters. Another puzzle. You must complete the scale model of Midgar here. The lower chest in the upper left room holds the first parts. Place them in the model counterclockwise, starting with the bottom right. Where you place the parts matters for what chest opens. If you place them like this, the chests will open in the order I describe. Every time that you place the parts in the model, another chest opens up. The second parts are found in the lower chest in the lower left room. The third parts are in the remaining chest in the upper left room. The fourth parts are in the remaining chest in the lower left room. The last parts are in the upper right room. After placing the parts, the chest near the stairs opens up for you to take the Keycard 66. Go to floor 66.

On this floor, just go to the toilet on the upper left of the screen. Enter the smaller toilet inside, and climb up. Flush if you like, too. Crawl to the end of the duct to attend the Shinra meeting. After the scene, go back to the stairs to follow Hojo to the next floor.

Here you will have to fight creatures as well, and you can steal some good equipment from some of them. For example, the Moth Slasher (the robot on the spiked spinning wheel) holds a Carbon Bangle which you can steal. It's a really good armor with 28 defense, and 3 slots (two of them paired). Try to get 5 of them, and equip your current party with it. Just run around to find enemies. You may find the encounter rate low, but it's really worth it to seek these enemies and steal these things.

Make sure you steal 3 Carbon Bangles, along with a Hardedge for Cloud. They're awesome upgrades!

Also take your time to steal an Hardedge from SOLDIER:3rd (blue pants). It's a great weapon for Cloud, twice as good as the Buster Sword. Be sure to equip it!

When you're all done, head to the left part of the area for a scene. After that, head up and grab the Poison Materia from the chest. Save at the save point. Give Cloud the Star Pendant, and Barret the Materia Combination Poison-Elemental in his ARMOR, with LINKED SLOTS. Also give Cloud the combination Fire-All, and Barret Ice-All. Now ride the elevator to floor 68. After the scene, name Red XIII, and fight the Boss! Send Tifa to look after Aeris.

A boss is coming up, and he and his lackeys pack quite a punch!

-----  
 |Name: Sample: H0512 (Level: 19) |Halves: Lightning |



HP: 1000	Nullifies: Gravity
MP: 120	Absorb: Poison
Exp: 300	-----
AP: 30	Status Effect Weaknesses:
Gil: 250	Sleep, Stop, Slow, Darkness,
Drops: Talisman(100%)	Paralyzed
Steal: ---	-----
Attacks: Keyclaw [1 Enemy, Phys Atk, 63 Base Damage]; Shady Breath [All Enemies, Cost=4MP, Can inflict Poison]; Reanimagic [All Allies, Mag Atk, Cost=40MP, Revives all dead OPT-Samples]	
-----	
Strategy: This boss will be almost always in the back row because of his little OPT-samples blocking the way. Only Barret can use regular attacks that will do full damage to this boss. First of all, never use Poison in this battle. Red XIII comes with All-Fire, so use that Fire. Also use Fire with Cloud, and Ice with Barret. The smaller side kicks should be (almost) dead after this. Focus your attention mainly on H0512, with spells like Fire and Ice. Barret can attack normally too. Cloud's Limit Cross-Slash can paralyze him for a few turns. He should go down swiftly. If you do kill the little H0512-OPT's you'll also receive Tranquilizers for them as battle prize.	
-----	

After the battle, form a party. I usually go with Barret and Red XIII. Grab the yellow Enemy Skill Materia, then exit the screen. Go up the small steps and grab two Potions. Talk to the Employee who'll give you the Keycard 68. Head right and grab two more Potions along the way. Go down the stairs and walk to the elevator on floor 66, step in and press the button. Looks like a trap indeed.

After the scenes, talk to Tifa, then walk toward the door and think about everyone. Get some sleep after that...Huh?! The door opened when you were asleep? Go outside, check out the guard, talk to Tifa, then free Barret and Red XIII, and talk to them again. Talk to Tifa and Aeris, and you're ready to go.

Walk to the left area and talk to Red XIII. Go up the elevator, and follow the trail of blood to the next floor. You can save here. Follow the trail up to floor 70. After the scene, go up to the outside. Again, after all scenes, you can choose to remove Cloud and Tifa's Materia. Do so, and place the materia on Aeris, Barret and Red XIII. Give Aeris and Red at least one Lightning or Fire/Ice Materia. Now go down, a bit to the left and in the elevator. Upon pressing the button, a boss battle will begin.

This is actually two boss battles merged in one fight: Hundred Gunner and Heli Gunner are much tougher than the regular mechanical enemies you've fought so far, but long distance attacks, magic and Limit Breaks will do them in.

Name: Hundred Gunner (Level: 18)	Note: Long-range enemy
HP: 1600	Weakness: Lightning
MP: 0	Halves: Gravity
Exp: ---	-----
AP: ---	Status Effect Weaknesses:
Gil: ---	Slow
Drops: ---	-----
Steal: ---	-----
Attacks: Aux Artillery [1 Enemy, Phys Atk, 110 Base Damage]; Hidden Artillery [1 Enemy, Phys Atk, 137.5 Base Damage]; Main Artillery [All Enemies, Phys Atk, 123.75 Base Damage]; Wave Artillery [All Enemies, Phys Atk, 185.625 Base Damage]	

Name: Heli Gunner (Level: 19)	Note: Long-range enemy
HP: 1000	Weakness: Lightning, Wind
MP: 0	Nullifies: Earth
Exp: 250	-----
AP: 25	Status Effect Weaknesses:
Gil: 200	Slow
Drops: Mythril Armlet(100%)	
Steal: ---	-----
Attacks: AB Cannon [1 Enemy, Phys Atk, 119 Base Damage, Can inflict Sleep];	
C Cannon [1 Enemy, Phys Atk, 119 Base Damage, Can inflict Poison]; Firing Line	
[All Enemies, Phys Atk, 141.3125 Base Damage, Can inflict Poison, Sleep];	
Spinning Bodyblow [1 Enemy, Phys Atk, 148.75 Base Damage]; Flying Drill [1	
Enemy, Phy Atk, 178.5 Base Damage]	
-----	
Strategy: This is probably the hardest boss fight so far, due to the fact that	
you're facing two right after each other. The battles starts off with Hundred	
Gunner, who has quite alot of damaging attacks. Keep your HP's above 250 at	
all times and you should be fine. Use spells only, especially Bolt. When you	
get Limit Breaks, have Aeris heal the party, and Barret and Red XIII attack	
away. There's not much else you can do except to watch your HP. When you beat	
him, Heli Gunner appears right away. Don't change your tactics, and keep using	
spells. When someone falls asleep, try and wake them with a physical attack.	
Again, keep your HP's high with Cure and Potions. You should come out	
victorious.	
-----	

After the fight, the scene flashes back to Cloud, who's about to battle Rufus, the new president of Shinra. Remove the materia of the others. Be sure to give Cloud the Poison Materia. The rest doesn't really matter much.

Rufus and Cloud face off in a one-to-one fight. Deal with Dark Nation first; That dog casts protective magic on Rufus, unnecessarily stretching the battle.

Name: Rufus (Level: 21)	Nullifies: Gravity
HP: 500	-----
MP: 0	Status Effect Weaknesses:
Exp: 240	Sleep, Poison, Slow, Paralyzed
AP: 35	
Gil: 400	
Drops: Protect Vest(100%)	
Steal: ---	-----
Attacks: Shotgun [1 Enemy, Phys Atk, 57 Base Damage]	
-----	
Name: Dark Nation (Level: 15)	
HP: 140	Status Effect Weaknesses:
MP: 80	Sleep, Poison, Silence, Slow,
Exp: 70	Stop, Paralyzed (possibly more)
AP: 7	
Gil: 250	
Drops: Guard Source(100%)	
Steal: ---	-----
Attacks: Bite [1 Enemy, Phys Atk, 63 Base Damage]; Barrier [1 Ally, Mag Atk,	

```
|Cost=16MP, Inflicts 100% Barrier]; MBarrier [1 Ally, Mag Atk, Cost=24MP,
|Inflicts 100% MBarrier]; Bolt [1 Enemy, Mag Atk, Cost=4MP, 90 Base Damage]
```

```
-----
|Strategy: You need to get rid of Dark Nation, Rufus' pet dog. Try to kill it
|immediately with Bio, or a Limit Break if you have it. It will cast Barrier
|and MBarrier on Rufus and itself, making the battle alot harder than it needs
|to be. When it's out of the way, keep attacking Rufus with Bio. If you use
|Cross-Slash, you can paralyze him for a few turns. This is an easy battle if
|you keep your HP above 250.
|-----
```

Head down after the battle, and save your game if you want to. Then, after meeting up with Tifa, walk Aeris towards the entrance. After the cool scene, form and equip your party first. Since the next Boss attacks you in the back, make sure that everyone except Barret, is in the back row. That will switch to the front row. Put Barret in the front row. Give Cloud the Elemental-Fire combo in his armor, and the Lighting Materia. Have one other character hold the Restore-All Materia's. The rest doesn't matter much, but you can always equip extra Materia to level them up faster due to the high amounts of AP that bosses give. You should however, equip the Protect Vest and Talisman accessories on your characters, as they increase defense.

Now to play a fun mini-game. You can use square and circle to attack left and right respectively. Hit the bikers that want to attack the truck. The orange bikers are easy targets, and you tend to wonder why Shinra ever hired them. No, the red bikers are the better threat. They'll try and lure you away from the truck so that other bikers can get past you and hit the truck. Use caution around red bikers, and (try to) kill them ASAP. At the end you get ambushed by a bad-ass robot called Motor Ball. Such balls!

And yet another boss fight awaits you, closing the quartet of bosses you've recently fought (or technically even 5 if you count Heli Gunner as well). Motor Ball uses strong fire-elemental spells, but the boss is weak against Lightning.

```
-----
|Name: Motor Ball (Level: 19)                               |Weakness: Lightning
|HP: 2600                                                    |Halves: Fire
|MP: 120                                                     |Nullifies: Gravity
|Exp: 440                                                    |-----
|AP: 45                                                      |Status Effect Weaknesses:
|Gil: 350                                                    |Slow
|Drops: Star Pendant(100%)                                  |
|Steal: ---                                                 |-----
|Attacks: Highway Back Attack [All Enemies, Phys Atk, 70 Base Damage]; Deadly
|Wheel [1/All Enemies, Phys Atk, 70 Base Damage]; Twin Burner [1/All Enemies,
|Mag Atk, Cost=16MP, Fire Element, 135 Base Damage]; Rolling Fire [All Enemies,
|Mag Atk, Cost=24MP, Fire Element, 216 Base Damage]; Arm Attack [1 Enemy, Phys
|Atk, 87.5 Base Damage]
```

```
-----
|Strategy: Motor Ball will ambush you, but if you changed the order of your
|characters, this should mean nothing for the rest of the battle. Keep your
|party's HP above 250 and keep casting Bolt and Ice. Avoid Fire spells. If you
|want to, you could slow him with the Spider Web item, or speed yourself up
|with the Speed Drink item (preferably on your Bolt caster) to make this battle
|easier. You should be able to beat Motor Ball if you keep up your HP with Cure
|(and if necessary Hi-potions).
|-----
```

After the scene make sure your party has the right order again, front/back row. Leave, and form a party. You'll finally be on the World Map, where everything is mini, except Cloud.



Peacemaker from the chest. You might get a use from it later.. You can also take a look out the small window. Go downstairs and take the other stairs up. Check the cabinet left of the girl to find a Guard Source.

Exit the house, and go all the way to the right side of the screen. Here, enter the house. Check the door below the stairs to find yet another Ether. The people around here sure love them...hmmm. Now go outside and up the stone stairs. The Item shop's on the left, the Materia shop's in the middle and actually under one roof with the Weapon shop on the right. Buy an Earth and Heal Materia. The Weapon shop doesn't really have anything good if you got all the best equipment so far, but if you see something better than you have, you can buy it. Tifa could use the Mythril Claw, although you'll soon be able to steal a much better weapon for her. When you've done you're business in this small quiet town, all that's left for you to do is to go back to the World Map. The man with the green shirt and black hair near the exit can tell you some controls about the World Map. Back on the World Map, head east. Tip: The Matra Magic Enemy Skill can wipe out most groups of enemies early on, but later on it becomes obsolete. Use it while it's still got a good use!





takes a lot of preparation and planning.

**Strategy 1:** Get Aeris into your party and give her an Enemy Skill Materia with ----- Matra Magic. You may want to learn her 3-1 Limit Break, Planet Protector, which puts your party into the peerless status for a short while.. which is the same thing as invulnerability. In the Myhril Mines, you'll often come across enemy groups of 4-5 in one battle. Have Aeris wipe them out with Matra Magic. After approx 30 battles or-so, she should learn Planet Protector.

Save your game before attempting. During the battle with the Midgar Zolom, keep track of his HP. Don't make it fall below 1500. Use Graviballs (or poison) to whack his HP. When it's close to 1500, use Planet Protector with Aeris, and pummel away. It should cast Beta, and in the peerless status you will survive. Just cast Beta back at him to end the battle.

**Strategy 2:** You MUST have the Elemental Materia. Unequip all materia and accessories, and check in the status screen which character has the highest HP and Spirit. Give that character the Talisman accessory and your best armor (should be the Carbon Bangle). Give that character the Elemental-Fire combination in the ARMOR. Also give it the Enemy Skill materia, and Steal Materia (for extra speed). Don't give it any other Materia as most of them will lower the HP. Of the two remaining characters, give the one with the highest Magic stat the Poison Materia and Choco/Mog. Give the last character at least the Restore Materia. Put all your characters in the back row. Your other two characters should also have the Carbon Bangle to increase some defense. Get into a random encounter and get all three character's their Limit Breaks up. Also give your characters Tranquilizers to put them into Sadness. While this will halve their Limit Break Bar Speed (which doesn't matter since you just filled them up), this also reduces the damage taken from many attacks by approx 30.86%. That will definitely help. After saving your game, you're ready to fight.

Immediately go to Items and use any Graviballs you have. The first does a whopping of 1000, the second 750. Don't select a Limit Break before both Graviballs have been thrown. Limit Breaks are done first otherwise. Graviball is basically Demi, and causes 1/3 of the creature's current HP. If you don't have Graviballs, use your Limit Breaks right away. Keep track of the Zolom's HP! It starts with 4000. When it drops under 1500, it will counter attack with Beta right away, so you must make sure that the character holding the Enemy Skill is absolutely fully healed at that time. After the Limit Breaks, keep on casting Bio and use the Choco/Mog Summon, but be careful: Don't attack it anymore with the character holding the Enemy Skill when the Zolom falls (almost) under 2000 HP, or they might get blown out of battle. Poison it when it's got near, but still over 1500 HP, and wait until it gets damaged over and over again. This way, it can't counter with Beta. When it's got about 200 life left(keep track of the HP yourself!), attack it. It will counter with Beta and die right after it due to poison damage. Oh, and don't think this is easy; Again, it's not. It's in fact extremely hard. When you're done, don't forget to adjust your party again (front/back row, Materia etc).

**(End of Optional part)**

Now for the Myhril Mines. When you get near, you'll get to see another Midgar Zolom..and I think you might enjoy the scene if you did the optional part.. Enter the cave. Head to the right part. Ark Dragons can be found here which use Flame Thrower, yet another Enemy Skill. This one's easy though.. don't trust me anymore after all the previous..? Anyway, you can climb the vines on the left wall to reach the Long Range Materia. it's very useful, so equip it on someone. The one who has it equipped can always attack from long ranges, doing the same damage, and can even attack high floating enemies. Put that character in the back. It's useless for Barret though (unless he has a non-long range weapon, like the Atomic Scissors!). Climb the stone steps and grab the Ether on the right and a Tent from the chest. Go back to the first area.

In this area, you can steal a Grand Glove from Madouge (the guys swinging a ball above their head). This is by far the best weapon for Tifa at this point of the game. Head down, and to the lower right, grab the Mind Source from the chest.

Now head all the way to the left to enter a new area, and watch the scene. After the scene, head up first. Here, grab an Elixir from the chest, and a Hi- Potion a bit more up. Go back, and exit the cave by the left.

Now you can go straight to Junon, or you can check out Fort Condor, and get Yuffie, a new (optional) character. If you don't want to for some reason, skip ahead to Junon.



**(Perfect Game Note 8:)**

From now on, Fort Condor Battle notes will be placed in the walkthrough too, so you won't miss any. On another note, win them all. Losing one means losing a treasure sooner or later. If you want a 100% Treasure Perfect Game, win ALL battles, (except the very last one, but that's a different story). If you don't care about 100% Treasure, but just want to go for all (max) items, lose the first three battles so you can get a Vagyrisk Claw from Cmd. Grand Horn Every time. You will fight him when you lose. Either way, Battle 1 can be done now. The prize is a Magic Comb.

Fort Condor is the blue place with the huge golden bird on top, visible when you exit the Mythril Mines. Go ahead and enter. Answer that you'll help them. Go inside and climb your way up. Talk to the old man sitting at the table and hear him out. Help them. You can sleep below for free, and buy items at the shops above. They sell.. crap basically. Go to the left part and climb up. Here, talk to the guy who will explain you just about everything about the Fort Condor Battles. It's like a small strategy game. You can also fund them, but that's not necessary. When you're ready, say so.

You can win any Fort Condor battle really quickly and easy. All you have to do is place 1 soldier (as low as possible) before beginning the battle, then start the battle. Move the battle speed up to the max by pressing R1, and place a soldier below the other one. There's a red 'laser' line that will tell you where you can place your soldiers. It's basically your territory. Every time you place a soldier near that line, the line will drop again. Repeat until you're basically at the enemies below, and place a bunch of other soldiers to quickly kill them off, and secure both ways. You won't have to fight any other enemies if you're fast enough, and you'll have won the battle. Of course, if you want to play 'fair', you can also just make a real army. The more the better, really. The prize for this first battle is a Magic Comb, a weapon for Red XIII, with DOUBLE materia growth, and alot of attack power! Basically, a great weapon. Put materia in it that you want to have leveled up quicker.

A mysterious ninja? The fight isn't all that hard, but who is she? Read more about her in the paragraphs to follow...

When you're done, go back to the World Map and head West/Northwest. If you want to get Yuffie, walk around a long time in the forests here, until you come to battle a Mystery Ninja. Beat her, and go though the dialog like this: NEVER enter the menu, and NEVER use the save point. Talk to her and answer:

"Not Interested"

".....petrified"

"Wait a second!"

".....That's right"

".....Let's hurry on"

Now you'll name her (Yuffie) and she'll be part of your party! Forever! Not sure if you're going to like her personality though ..heh. ;) If you make a mistake or enter the Menu, Yuffie will steal a sum of money from you, and vanish.

Yuffie comes with the Throw Materia, that allows you to throw stuff at enemies to cause damage (and later throw money). You can give it to someone else if you like, or start using Yuffie(she's also a long range character, which gives her a pretty big advantage over others). Put her in the back row. You can steal a Boomerang from the Formula (purple/pink birds) enemy. It's a good weapon for Yuffie.

Now head all the way to the west until you reach something that looks like a large cannon. That's Junon, which may be difficult to see when you need to find it the first time around. Enter.



Once the boss is beaten you will need to perform CPR on Priscilla. Just walk up to her, hit square. You will hear Cloud breathe. On the 9th breath, hit square again and you will release. Repeat this four times. On the fifth time you will have put enough air into the girl to revive her.

After this, talk to the woman in front of the house on the right, and get some rest inside.

**(Fort Condor Note 2:)**

The second battle takes place right now, and if you wish to do it, don't go to Priscilla, but straight to Fort Condor, with only Cloud. Beware as the encounters will be more difficult. The prize (if you missed no other battle) will be a Peace Ring, a decent accessory for this point of the game.

After going outside, head to your party and walk upstairs. You'll be given the Shiva Summon Materia as a token of gratitude. Any guy would've wanted a different thing cough but that's another story. Head to the beach with Cloud and talk to Priscilla.

**(Fort Condor Note 3:)**

Yes, right after you get the whistle, just get out of Junon and head to Fort Condor to do the third battle. This is an easy one to miss since it's in a very small time/scene marge. The prize is 'three Tincture', which are actually three Ethers. Tinctures are from Final Fantasy 6...

Getting to upper Junon is easy: Don't move and whistle twice.

When you're in the water, don't move at all. Just blow the whistle twice, and you'll be on the top. Climb up, and after the scene, head down. Press the button on the huge elevator, and walk down into the building. Hmm.. guess you have no choice but to go into that room. Grab the Shinra uniform from the open locker and change. You'll now get instructions on how to march. I'll explain it to you too soon, but better ;) Now go out of the room and after the scene, save your game if you want to, then head left. After the scene, head over to your captain and into the alley.

Finding parading hard? It's not, actually. Get in line by walking straight and making a 90 degree corner, then mash the circle button. This video scores over 50%.

Now, a mini game will start, and you have to parade along. The TV-ratings below show how good you're doing. When you can finally gain control, do exactly like the other soldier did. Move a bit to the right, walk behind the group, and quickly run into the empty spot, while making sure you're absolutely in one line with the other soldiers. Now tap the circle button as FAST as you can, while keep pressing left to stay exactly in line. Your ratings should shoot up. If not, you weren't completely in line. Here's what you get with what ratings:

- <29% (?) = Grenade
- 30%-39% = 6 Potions
- 40%-49% = 6 Ethers
- 50% = 5000 Gil

**(Perfect Game Note 9:)**

For 100% Treasure, I think it's fair enough to include getting the best prizes when possible. In this case, the 5000 gil.

After the parade and the scenes you'll get another instruction for something different. It's funny to see what Cloud's best move is.. his victory stance! Now exit the room and save if you want. Head outside. You can visit many shops here.. the first one is a Materia Shop, and I suggest you buy the Seal and Revive materia here, as they're both new. They're 3000 each though, so if you don't have enough money, sell some Ethers :) Down the alley is a weapon shop that sells good weapons, although you will have everything or better if you did every suggestion in the guide so far. Buy anything that's better. There's also a bar below where Rude of the Turks is chilling out. The text on the floor says 'Shot Bar' in greek, in case you were wondering. The next shop is an item shop, with the usual. It does sell Hi-Potions, and it can never hurt to buy a small stock of those.

The last door in this area leads to some rooms. Before you head up the stairs, check out the almost concealed soldier standing near the stairs. He'll lead you to the Beginner's Hall, who have stayed around to teach you anything about the basics that you didn't know already. Of course, you can skip all that and just grab the Enemy Skill Materia lying around. Go back, and up the stairs now. On the second floor, grab the '1/35 Soldier', the Mind Source, and the Luck Source. There are some pussies playing on the bed.. but you can't play with them ;) On the third floor, grab the Power Source and Guard Source. Now exit the whole area, and go down to the next.

Just walk through each area to the next until you get to the place where more shops are. If you're quick, you'll see a group of people running to the other end .. a group that looks familiar? Either way, the first door leads to a bar where Tseng, Reno and Elena are chilling. The second door leads to an Inn (with Save Point), a Materia Shop with nothing new on the second floor, and on the third floor an accessory shop with two good accessories: Silver Glasses that protect against Darkness, and Headband that protects from Sleep. If you have money left to buy these things, buy one of each.

**(Perfect Game Note 10:)**

Be sure to get at least one Headband. It will make life easier for you soon.

The third door leads to several rooms. This room has a Speed Source in it. Go upstairs and grab the '1/35 Soldier'. In case you were wondering, yes, it's absolutely good for nothing. Go outside, the last door leads to a weapon shop that sells utter crap. Therefore, head to the end.

You must now do the pose mini-game, which is MUCH easier than the parade game. Simply press the right button when the commander tells you to. You get 10 points for each right move, except turning. You must face the same way as the others to receive points, so turning is still important. Your victory pose will get you 30 points. There is no fixed maximum you can get, since the commands are random, and the more turns, the less max points you can get. Here are the prizes you can get:

0-50 Points = Silver Glasses

60-90 Points = HP Plus Materia

100 Points = Force Stealer (Sword for Cloud with DOUBLE Growth, 3 Slots)

You can make Cloud move after the sendoff is already done by pressing the buttons. He'll do things like scratch his back with his gun, shrug, or touch his hip with his hands and pose.

**(Perfect Game Note 11:)**

For 100% Treasure, I think it's fair enough to include getting the best prizes when possible. In this case, the Force Stealer.

I tend to just stop getting points when I'm in the range for the HP Plus Materia, as I think it's much better than the weapon. You can get both later on, though. After the scene, hop onto the boat.



|Strategy: Jenova BIRTH has no weaknesses you can exploit, other than possibly |  
|Slow (with Spider Web). Use your Summons, Limits, and Enemy Skills whenever |  
|you can. Flame Thrower does good damage, and other spells also help a bit when |  
|you run out of supplies. Stay away from poison spells, use Red XIII's Lunatic |  
|High if you have it (and use Red XIII), to put everyone in Haste. Jenova BIRTH |  
|uses Stop, and it's Tail Laser can pack a punch when used twice in a row. Keep |  
|your HP up at all times, and use Hi-Potions and Cure when you think you need |  
to. Of course, if you have Beta, this battle is no challenge for you.

Make sure you grab the Ifrit Materia! After that, leave the boat. Watch the scenes, and head up the steps on the lower right. Ahhh.. the sun! Again, watch another scene. Go inside the first villa. Here, head into the basement and grab a Fire Ring from the chest, and a Power Source and Motor Drive from the ground. You can also buy the house for 300000 gil if you talk to the man lying on the bed. Perhaps a good investment later in the game.. not now. Unless you're one of those freaks who trains alot and gets 300000 gil right now ;)

You can go in the bar. The guy in the left corner sells armor.. the Platinum Bangle may seem poor on defense, but it's the first (and one of the two) armor in the game with DOUBLE Materia Growth. You can equip one of your characters with it, if you wish to.

There are several events to check out in Costa Del Sol, depending on who you have in your party. If Red XIII isn't in your party, you can kick the ball against him. If Yuffie's not in your party, she'll have replaced the regular Materia Shop owner Butch (doesn't sell anything new). Buy a few Softs if you want to from the Item Shop on the right. If Barret's not in your party, you can see him in the Inn doing .. stuff. Yeah. Go to the beach and talk to Hojo for a scene, but take note that Hojo will not appear if you sleep at the Inn first. After this, exit the town.

On the World Map, head West/Northwest, and follow the path, over the bridge, until you reach Mount Corel.









In the Battle Square, it looks like Barret has unleashed his anger. After the scene, follow Barret down. You'll have to fight random encounters here, and there are also Bandits who steal your items.. make sure you kill them first! You can also learn the Enemy Skill 'Laser' from Death Claws. It's a decent one, so get it on both the Enemy Skill Materia if you want. You can save your game if you want to. Head down more, and go into the Shinra truck there. Talk to Mr. Coates here and tell him you're going up. Exit, and go into the house on the upper right. The one on the lower right is a shop/bar, but they sell junk. After the scene, exit the house and go all the way up again. Before you do so, you might want to remove the Silver Armlet and the Materia from Cait Sith, and give the Silver Armlet to Barret. Finally, give Barret a long range gun, and put him in the back row.

In the next screen up, the empty tube with the empty chest serves no purpose as it was used for testing the game in it's early stages. Walk past the dead guy, and in the next screen to the right. From here on, you can encounter Death Claws, and learn the skill from them. Manipulate them to make it easy. From the Bullmotors, the second Enemy Skill Materia can also learn Matra Magic. Walk past the broken down buggies and you'll meet up with Dyne.. who will fight Barret.

You fight Dyne with just Barret by himself. This means you'll have to watch his health closely. Of course, two castings of Beta will instantly end this fight.

Name: Dyne (Level: 23)	Nullifies: Gravity
HP: 1200	-----
MP: 20	Status Effect Weaknesses:
Exp: 600	Sleep, Poison, Stop, Slow,
AP: 55	Paralyze, Darkness
Gil: 750	-----
Drops: Silver Armlet(100%)	
Steal: ---	
Attacks: Needle Gun [1 Enemy, Phys Atk, 165 Base Damage]; S-Mine [1 Enemy, Phys Atk, 171.875 Base Damage]; Molotov Cocktail [1 Enemy, Phys Atk, 178.75 Base Damage]	
-----	
Strategy: You'll fight with Barret alone, so make sure to keep his HP up. Use Bio to poison Dyne, and if you want you can even put him to sleep and then pound him with spells. Use Limit Breaks when you can, and Dyne will be a real pushover.	
-----	

After the battle and the scenes, you'll be riding the elevator to the Chocobo Races. Esther can explain how it works, I suggest you read it if it is your first time. Note: You can regain your Chocobo's stamina by holding R1 R2 the whole race. In the jockey room, BE SURE to get the RAMUH MATERIA, which is the red orb lying in the right corner.

When the race starts, press and hold R1 R2, and press and hold square to make the chocobo go faster, at the end of the race, near the spacy area, hold down circle for a final dash, and you should win without problems. If you happen to lose, you can just try again. After the race, Dio apologizes by a letter, and your party will gain the Buggy.



taxi-helicopter that can bring you to the next Town (further in Junon), or outside of Junon. For now, go outside of Junon.

**Enemy Skill: White Wind**

Back on the World Map, keep your eyes open for a Zemzelett (it's a big white bird, basically). When you encounter one, manipulate it and have it cast White Wind on you. This is another GREAT skill. It heals for as much HP as the caster has, PLUS removes many bad status effects. If someone has 1000 current HP and casts it, it will heal everyone for 1000.

**(Fort Condor Note 4:)**

Now is a good time to do the 4th battle here. The reward will be (again, if you did everything before) a Megalixir.

**Sleeping Man: Bolt Ring**

There is also a cave behind a river on the west/northwest of the Mythrill Mines, which you might've noticed earlier. Now you can reach it by using the buggy to cross the shallow part. In the cave is a sleeping man who will tell you either how many times you've fought battles, how many times you have escaped, or that large materia needs high level materia.

What use is this to us? If the last two digits of the number you have fought are the same, the man will wake up and give you an item. If the numbers are odd (11,33,55,etc) you will get the Key Item 'Mythrill', which will be useful later. If the last two numbers are even (00,22,44,etc) you'll get a Bolt Ring, which is an accessory that nullifies all Bolt attacks.

**Enemy Skills for 2nd Materia**

If you wish to get Flame Thrower, Beta, L4 Suicide and Chocobuckle for the second Enemy Skill Materia, backtrack through the Mythrill Mines. Equip the person who needs to learn Beta with the Fire Ring and you shouldn't have too many trouble. If you want to get Matra Magic as well, backtrack to Midgar to get that skill as well.

After this you've done most optional things. Head back to Junon and drive the Buggy into it. If you want to get on the Cargo Boat REAL quick, just head to the beach where you rescued Priscilla from Bottomswell, walk up to the water and press Square. Mr. Dolphin can take you (and your buggy apparently) straight onto the Cargo Boat to Costa Del Sol. Note: Mr. Dolphin will only do this as long as you have the buggy. You will lose the buggy after you get better vehicles on Disc 2/3.

**Superb training area**

If you want to do some business around Junon, pay the Shinra Soldier 10 gil (gives you a good idea of their salary) and ride the elevator up. Before you head back to the boat, consider training in the area where a bunch of soldiers are getting drilled. It's a long, gray alley, basically. Next to them is a red button which will sound the alarm when pressed. You can now encounter (strong) creatures here that give VERY good rewards. I suggest you use Aqualung and Beta to finish the creatures off. You can easily train your materia to high levels here, and the exp and gil is also good. Heal after every battle! To fasten up the materia leveling even more, put them in double growth weapons. You can in fact battle only about 150 battles and already have a bunch of mastered All Materia that you can sell for 1.4 MILLION gold each. Do whatever you please though, and when you're done, go back on the boat to the other continent.



Junky? Didn't think so! Backtrack and take the other path. Walk under the trunk and go to the town by walking to the north. Talk to whoever you like here. If Aeris and/or Tifa are in your party, an extra scene will occur when you enter the house on the lower right. The other house on the right is an item shop. The house on the lower left is an accessory shop that also sells materia. The Mystify and Time materia are the one's you won't have already, so buy them if you can spare the money. You can also climb up to the weapon store, that doesn't sell any particular good weapons. The house on the upper left is the Inn, which costs 80 Gil a night. The chest here holds an X-Potion. The house on the upper right has a chest that holds a White M-phone for Cait Sith. Exit the town, and while taking the left path make sure to grab the Deathblow Materia when exiting to the World map.

This Materia command deals a critical blow if it hits, thus dealing twice as much damage. However, it also reduces your accuracy by so much you'll only hit 1/3 of the time you would normally. Use it only with high Weapon Attack % weapons.

Now drive to the southwest, through the forests and across the river. It's possible to learn yet another enemy skill from Touch Me's (the frogs) in the forests. You can learn Frog Song from them, a decent skill that casts Sleep and Frog on your opponent.

**(Fort Condor Note 5:)**

Park the buggy far away from the town you'll see (Cosmo Canyon). If you don't, the buggy will break down, and this means you cannot do the next Fort Condor Battle. And that would be a shame.

Drive to the large canyon, and enter Cosmo Canyon, home of Red XIII.



damage to your HP (duh!). If you don't want that to happen, and I'm assuming you don't unless you're a big sadist, WALK over the jelly instead of running. Walk down after this and in the previous screen, you can now grab the shiny Added Effect Materia. This will pair the combined materia with it's effect: For example, Poison-Added Effect in a Weapon/Armor will respectively inflict Poison status, or defend from it. Return and backtrack to the previous area and walk northwards and left. You can take the stairs down to find a Black M-phone in a chest all the way south, and an Ether in the chest on the north. Exit the screen by the northwest.

Walking through a spiderweb initiates a fight with a Stinger, large, powerful spiders. Fortunately, they are vulnerable to the enemy skill Frog Song, and the battle becomes much easier when you're fighting a cute little sleeping toad, compared to a 20 feet tall spider!

You'll get to five tunnels, which seems like a hassle. Things are less hard than they seem though. The middle tunnel is a dead-end, and the two most outer ones just connect to each other. Which leaves one tunnel on the left, and one on the right. The one to the right is pretty much optional, and leads to a chest with an X-Potion (a useful thing for soon, perhaps..). When you walk through a large spiderweb, you'll always encounter a tough spider called Stinger. These creatures pack a punch with especially their Sting Bomb attack, and with their 2200 HP you can define them as semi-boss enemies. Fortunately, there's an easy way to beat them, which is to simply cast Frog Song on them (if you have it). Otherwise, you could go poison them or using your most powerful attacks. Grab the X-Potion from the end of the right tunnel, and head back to go in the left. When you're past the spider web, walk south into a secret cave and keep walk south and also to the right at the same time so you can reach the chest you saw when you first got here. The Fairy Ring inside it is now yours. Walk back and north to the last spider web. Past this one walk to the left through another secret passage that allows you to reach the chest, which holds a Turbo Ether. Exit the area by the north.

Before you proceed towards the scary face, take your time to prepare for, you've guessed it, a boss fight. Equip fire protective gear and materia combinations like Fire-Elemental in your ARMOR. Heal up, and proceed..

Remember that X-Potion you just found? Throw it at Gi Nattak – he's an undead, and he'll die right away.

ByeByeBye!

Name: Gi Nattak (Level: 29)	Weakness: Holy, Restorative
HP: 5500	Nullifies: Earth, Gravity, Water
MP: 200	-----
Exp: 1400	Status Effect Weaknesses:
AP: 150	Slow, Darkness
Gil: 3000	-----
Drops: Wizer Staff(100%)	
Steal: ---	-----
Attacks: Spear Attack [1 Enemy, Phys Atk, 566.5625 Base Damage]; Drain [1	
Enemy, Mag Atk, Cost=1MP, 121.5 Base Damage/Healing]; Aspil [1 Enemy, Mag Atk,	
Cost=1MP, Absorbs MP, 40.5 Base MP Damage/Healing]; DeBarrier [1 Enemy, Mag	
Atk, Cost=12MP, Cures Barrier, MBarrier, Reflect, Shield]	
-----	
Name: Soul Fire (x2) (Level: 21)	Weakness: Holy, Wind
HP: 1300	Nullifies: Earth, Poison,
MP: 220	Gravity, Water
Exp: 200	Absorb: Fire
AP: 10	-----
Gil: 100	Status Effect Weaknesses:
Drops: Phoenix Down	Stop, Slow, Darkness
Steal: ---	-----
Attacks: Take Over [Soul Fire will be inside a character, casting Fire2];	
Fire2 [1 Enemy, Mag Atk, Cost=22MP, 277.5 Base Damage]	
-----	

|Strategy: If you don't abuse this undead boss' major weakness, this can turn |  
|out to be a tough fight. An X-Potion will kill Gi Nattak instantly, (also |  
|killing the Soul Fires). A Phoenix Down gives 1/4 chance of instant death, and |  
|Hi-Potions deal damage. An interesting and useful side effect of casting White |  
|Wind on Gi Nattak is that it doesn't only hurt him, but it also deals Slow and |  
|Darkness (things that are normally healed by WW). The Soul Fires can go inside |  
|a character, and you won't lose control but they will suffer fire damage from |  
|it. Use Big Guard and your best offensive attacks if you wish to end this |  
battle in a different way.

After the battle, grab the Gravity Materia, and walk out of the cave, north. One of the most emotional scenes of the game will show (in my opinion..). Enjoy, and exit Cosmo Canyon after all scenes. Note: Red XIII will have gotten the Seraph Comb, a VERY powerful weapon with 68 atk. I tend to use it with him. Also, the buggy is fixed by one of the people from Cosmo Canyon.

**(Fort Condor Note 7:)**

Yep, it's time to do another. Again, your reward is 5 Hi-Potion, even though the game says five "Potion".





Max HP - Current HP = Damage. If your max HP is 1000, and you've got 1 HP left, it does 999 damage. A useful skill if you use it well. The Jersey's are rather rare though, so good luck encountering them.

There's a lot to do in the Shinra Mansion. A sub-quest for getting Vincent, an optional character, and a sub-quest for getting the Odin Summon and Red XIII's final limit break Cosmo Memory, and treasure. I'll start with regular treasure. Inside, head in the room on the right, and in this next screen, grab the Silver M-phone. Go back, head through the door north, and grab the Twin Viper from a chest in the upper right part. Head back again, and go upstairs. To the left is a chest with an Enemy Launcher, and a Safe that you can't open just yet. To the right is a chest with a Magic Source, and you can go down through the secret entrance in the wall. Head down and walk up to the library. Ignore the door you can't open.. yet. Meet Sephiroth, and after the scene make sure to grab his fancy gift, the Destruct Materia.

Now it's time to do the optional things, that is, if you want to. I advise you to do so, since the rewards are pretty big. The small room near the entrance holds a notebook which describes hints for the numbers of the safe. If you want to figure this out on your own, don't look at the following section. Otherwise, try figuring it out on your own with these hints. If you're really lazy, you could also skip ahead to the combination...

Hint 1 leads to the back of the lid, of the chest where you found the Enemy Launcher in, nearby the safe. It says: (1) 'Right 36'.

Hint 2 leads to the floor near the Piano. The Piano can be found when you go through the door north from the entrance, and then it's in the room on the left. It says: (2) 'Left 10'.

Hint 3 leads upstairs, to the right part. It tells you to take several steps but instead, just look around the entrance of the room with the chest that held the Magic Source, tapping the circle button. You should find the next clue. It reads: (3) 'Right 59'.

Hint 4 is actually not a visible option, but you can select it, and it just says the hint right away: (4) 'Right 97'.

Now you have the combination of the safe:

(1)Right 36, (2)Left 10, (3)Right 59, (4)Right 97.

Now is a good time to save your game, and heal up. When you're ready, go to the safe and unlock it. You only have 20 seconds to do this, so you've got to be fast. Also, you CANNOT go past ANY of these numbers at any time when you try, or your attempt will fail. It might take a few tries.. but when you get it right, the safe opens and it's time for ..a Boss Fight!

When opening the safe, make sure you don't go past any numbers or the combination won't work. As for Lost Number, the boss that pops out of the safe, he's a tough nut to crack. Use your most powerful enemy skills, take advantage of Big Guard immediately (try to keep it up during the fight), pummel it with Limit Breaks and keep your party healed (with White Wind or Cure 2).

Name: Lost Number (Level: 35)	Nullifies: Gravity
HP: 7000	-----
MP: 300	Status Effect Weaknesses:
Exp: 2000	Poison, Stop, Slow, Paralyzed,
AP: 80	Darkness
Gil: 2000	
Drops: Cosmo Memory(100%)	
Steal: ---	-----
Attacks: 1st Form: Punch [1 Enemy, Phys Atk, 341 Base Damage]; Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning Element, 525 Base Damage];	
2nd Form: Tentacle [1 Enemy, Phys Atk, 852.5 Base Damage]; Aspil [1 Enemy, Mag Atk, Cost=1MP, 40.5 Base Damage/Healing]; Bolt [1 Enemy, Mag Atk, Lightning Element, 270 Base Damage]; Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning Element, 675 Base Damage]; Quake [1 Enemy, Mag Atk, Cost=6MP, Earth Element,	

|371.25 Base Damage]; Quake2 [1 Enemy, Mag Atk, Cost=28MP, 810 Base Damage];  
 |Bio [1 Enemy, Mag Atk, 337.5 Base Damage, Can inflict Poison]; Bio2 [1 Enemy,  
 |Mag Atk, 708.75 Base Damage, Can inflict Poison];

|3rd Form: Punch [1 Enemy, Phys Atk, 905 Base Damage]; Lost Blow [1 Enemy, Phys  
 |Atk, 2828.125 Base Damage]

-----  
 |Strategy: This is by FAR the strongest boss you've encountered so far, so be  
 |warned. Lost Number will change after losing half (3500) of his HP, and he'll  
 |either change in his Magical (red) form, or in his Physical (purple) form.  
 |This depends on what the last attack was that hit him, bringing him down past  
 |half his HP. If this attack is magical, the Magical form will stay, and if  
 |it's a physical, the physical form will stay. I highly suggest you try to get  
 |the Magical form, because the physical one REALLY packs a punch. His Lost Blow  
 |can do as much as 2800 damage, and his Punch does roughly 900 damage, which is  
 |used twice in a row on occasion. Start off with Big Guard right away, and  
 |poison Lost Number. If you have a Spider Web item, use it to slow him, it'll  
 |help. If you already have Slow on your Time Materia (L2), then that's even  
 |better. Now keep pounding away with enemy skills and summons, and if you can  
 |somehow paralyze him with Cloud's Limit Cross-slash, or Aeris' Seal Evil, or  
 |cause Stop with Choco-Mog, it'll help alot. He might not change when he's  
 |frozen during the damage. Beta and Aqualung do decent damage. When you get  
 |the red side, keep Big Guard up, and use any Limit Breaks or still strong  
 |enemy skills. Use White Wind for quick healing, and you should be able to pull  
this off.

He drops Cosmo Memory, Red XIII's ultimate Level 4 Limit Break.. which you probably cannot learn yet since you need all his other limits first. Out of the Safe also pops the Odin Materia, and the Key Item 'Key to the Basement' is lying inside the safe.

If you go down to the basement you can unlock the door there. Talk to Vincent in the coffin and tell him about Sephiroth. Ask him who he is after that, and when you leave he'll be curious enough to join you.. for better.. or for worse.

Note: Vincent uses guns, so it's best to always have him in the back row, reducing the damage he takes from physical attacks.



Attacks: Keyclaw [1 Enemy, Phys Atk, 514 Base Damage], Big Horn [1 Enemy, Phys Atk, 514 Base Damage]; Hell Combo [1 Enemy, Phys Atk, 889.5 Base Damage]; Trine [All Enemies, Mag Atk, Cost=20MP, Lightning Element, 637.5 Base Damage]; Cure2 [1 Ally, Mag Atk, 1070 Base Healing]

-----  
Strategy: This is also generally considered one of the tougher bosses in the game. His Trine attack does lightning damage of about 600 to all, and his other attacks are either 500 or 900 damage if you don't protect yourself. Start the battle with Big Guard and keep this going the whole battle. Make sure you learn Trine. Casting Choco-Mog will often Stop him for a long period of time, and Cross-slash or Seal Evil will paralyze him (for a shorter time). After Choco-Mog, poison him, and keep using your strongest attacks such as Odin, Aqualung, or even use Trine against him. Just stay away from Beta (fire elemental). Keep your defense going, heal with White Wind, and the Materia Keeper should eventually fall. His Cure2 should only postpone his inevitable death..

Grab the Counter Materia it was 'keeping', and exit Mount Nibel.



```
|Steal: --- |-----|
|Attacks: Mako Gun(Ice2 or Bolt2 or Fire2) [1 Enemy, Mag Atk, Cost=22MP, either|
|Ice, Lightning, Fire Element, 472.5 Base Damage] |
|-----|
|Strategy: Palmer's a breeze compared to the other bosses you've fought lately.|
|He's only got his Mako Gun that does around 475 damage. Start with Big Guard |
|to cut this in half, then summon Choco-Mog to freeze him for a large amount of|
|the battle. Paralyzing Limits also work well. Then pound away with basically |
|anything. Go ahead and poison him, though it doesn't really matter much. Enjoy|
|the funny ending of the battle ;) |
|-----|
```

Now the Tiny Bronco suddenly starts flying.. what the hell? So let just climb up too.. watch the scene and afterwards welcome Cid to the party. He's one of the best characters in the game, in my opinion. You can now do many optional things, as described in the following section.





You can also check out an other new continent, the one in the south east consisting of a few small islands. You can get really good experience, AP and gold from the creatures here, especially Sea Worms on the beach. You can also steal Dragon Scales from them, a hard hitting item. Do whatever you please, but remember that overleveling takes away the challenge somewhat. Speaking of items, you could also steal a few more Right Arms from Bombs (on the bridge of North Corel, near the Gold Saucer, remember?). This item can be of good use soon.

You can also get Cloud's final Limit Break Omnislash if you really wanted to, from the battle square at the Gold Saucer.

**(Fort Condor Note 9:)**

This one's available as soon as you get the Tiny Bronco, so sail to Fort Condor.

The reward for the 8th battle are three Turbo Ethers.

While we're at it, now's a good time to go to Wutai, the most western continent. Read more on the next page.



secret door (lots of secret things around here for sure). Enter, and watch the scene.. Grab the Swift Bolt and Elixir from the chests, and go upstairs. After the scene, you'll be forced to fight another attack squad. Also note that this is the room Yuffie disappeared in, so now you know how she did it. Go back outside and talk to Reno, who'll give a clue as where to Corneo might be.

Go back to the save point, and save your game (if you wish). Here, put at least Barret in your party.

Head north, to the Da-Chao statues. Follow Reno & Rude. At the first intersection, go up. There, walk around the head of the statue to the next screen. Talk to Rude, and follow him inside the cave. There, grab the Dragoon Lance, an extremely good weapon for Cid at this point. 8 slots (unlinked though), and 66 atk. Go back outside, but remember this cave for later. Go all the way south to watch a scene and fight the next boss..Rapps.

Rapps can be extremely tough since you don't have any material to rely on. A surefire strategy to win is to bring Barret – Limit Ready on Level 1 – and use Mindblow at the start of the battle. This will deplete Rapps' 300 MP, and therefore removing his deadly Aero3 ability that would otherwise do your party in. Pummel the boss with Limits and attacks, and use healing items if necessary.

```

-----
|Name: Rapps (Level: 39)                |
|HP: 6000                               |
|MP: 300                                 |
|Exp: 3200                               |
|AP: 33                                  |
|Gil: 20000                              |
|Drops: Peace Ring(100%)                |
|Steal: ---                              |
|Attacks: Aero3 [1 Enemy, Mag Atk, Cost=50MP, 1762.5 Base Damage]; Wing Cut [1 |
|Enemy, Phys Atk, 526 Base Damage]; Scorpion's Tail [1 Enemy, Phys Atk, Can |
|inflict Poison, 526 Base Damage]       |
|-----                                |
|Strategy: This is a tough boss, with no real weakness. Problem is that you |
|don't have any materia. I suggest you build up your Limit Breaks before this |
|fight so you can pound away at the start. Use Mindblow with Barret to |
|deplenish Rapps MP, to prevent him from casting his deadly Aero3 that can |
|cause well over 1500 damage to a character, usually killing them. Cloud can |
|deliver good damage, especially with the Yoshiyuki and KO'd party members. If |
|you have the Spider Web item, use it to Slow Rapps. If you have any Right Arms |
|or S-mines, this is the time to use them for good damage. With the Limit |
|Breaks and those hard-hitting items, you should be able to beat Rapps. |
|An other strategy is to start the fight defensively. Have everyone in the |
|back, and only use healing items or Defend. Revive dead party members |
|immediately with Phoenix Downs. Keep this up for a while and Rapps will |
|eventually run out of MP for Aero3. One casting costs him 50 MP, so he can use |
|it up to 6 times. Even after he runs out, be aware of his Scorpion's Tail. |
|This can poison you, and it's sometimes used twice in a row. |
|-----

```

After you've beaten Rapps, watch the scene. Afterwards, Yuffie'll give your Materia back. Your Materia setup will be seriously screwed, so you'll have to rearrange everything back yourself. Oh well, at least you got it back, and you'll also get the MP Absorb Materia back. You'll be on the world map after the scenes.

Now would be a good time to learn the enemy skills Magic Hammer (from Razor Weed on the green plains), and Death Force (from Adamantaimai, the turtle on the beach). Magic Hammer drains 100 MP from the enemy and gives it to the caster. Extremely useful. Death Force grants immunity to Sudden Death spells for the remainder of the battle

or until the character is KO'd. You can also steal Adaman Bangles from Adamantaimai's, an armor with an extremely high defense rating, but with only two slots.

Go back into Wutai and walk north from the entrance, into the house next to Yuffie's. It's full of cats, but the upstairs is no longer blocked by a cat (like it used to be), so you can now go up and grab the HP Absorb Materia that's inside the chest.

Also stop by the Turtle Paradise Pub, if you've read all the 6 Flyers throughout the world, AND the contest sign outside the pub. If you did, talk to the owner behind the counter and he'll give you your reward: a Power Source, Guard Source, Speed Source, Magic Source, Luck Source, and a Megalixir. Nice!

Also check the local weapon store again. They're willing to sell things to you now. The weapons are decent, so buy what you need. Then go northwest to the other part of town. Rest up at Godo's house (on the right) if you wish. There's also a pagoda to the north.. But that's a different quest.



```
|Steal: --- |-----|
|Attacks: Beak [1 Enemy, Phys Atk, 284 Base Damage]; Rage Bomber [1 Enemy, Phys
|Atk, 710 Base Damage, Can inflict Fury, Used as Counter Attack]
|-----|
```

```
|Strategy: An easy fight. Open with Big Guard, then make sure you keep your
|Barrier up. His Rage Bomber hits hard as a Counter Attack, so heal after it.
|Otherwise, just kick his ass with hard hitting spells and summons.
|-----|
```

Now you're going to face Checkov on the third floor. Don't forget to heal. Also equip Yuffie with the Jem Ring, to prevent getting paralyzed.

```
|-----|
|Name: Checkov (Level: 34) |Nullifies: Gravity
|HP: 5000 |-----|
|MP: 210 |Status Effect Weaknesses:
|Exp: 1500 |Poison, Stop, Slow, Paralyzed,
|AP: 50 |Darkness
|Gil: 0 |
|Drops: Ice Ring(100%) |
|Steal: --- |-----|
|Attacks: Absorb [1 Enemy, Phys Atk, 296 Base Damage]; Stare Down [1 Enemy,
|Mag Atk, Cost=5MP, Causes 100% Paralyzed]
|-----|
```

```
|Strategy: The Jem Ring takes care of Stare Down, so all you need to do is get
|his HP down. This can be annoying due to his Absorb attack that keeps draining
|your HP. Put Big Guard up as usual, and pound away. Poisoning him helps
|somewhat too, as does slowing or stopping him (if you can already).
|-----|
```

Next is Staniv, on the fourth floor..heal up first.

```
|-----|
|Name: Staniv (Level: 36) |Nullifies: Gravity
|HP: 6000 |-----|
|MP: 240 |Status Effect Weaknesses:
|Exp: 3600 |Poison, Stop, Slow, Paralyzed,
|AP: 50 |Darkness
|Gil: 0 |
|Drops: Elixir(100%) |
|Steal: --- |-----|
|Attacks: Ironball [1 Enemy, Phys Atk, 385 Base Damage]; Iron Attack [1 Enemy,
|Phys Atk, 770 Base Damage, Used as Counter Attack]; War Cry [1 Enemy, Mag Atk,
|Cost=4MP, Causes 100% Sadness]
|-----|
```

```
|Strategy: *Laughs* Geez, this guy is your bitch, seriously what is this wussy
|doing all the way up the fourth floor? Him and Gorki should change places or
|something. All he does is use a physical attack, so keep up Big Guard and kill
|him off.
|-----|
```

The last boss is Godo.. Yuffie's father. He starts the battle right away, so come prepared.

**(Perfect Game Note 15:)**

You'll probably want to wait with beating Godo until you've got all 4 Enemy Skill Materia's. That way, you can get Trine on the remaining one's that don't have it yet. Godo's the ONLY way to learn Trine on ALL Enemy Skill Materia's. And for a perfect file, you'll need that.

Name: Godo (Level: 41)	Normal: Gravity
HP: 10000	-----
MP: 1000	Status Effect Weaknesses:
Exp: 5000	Poison, Stop, Slow, Darkness
AP: 60	
Gil: 40000	
Drops: All Creation(100%)	
Steal: ---	-----
Attacks: Beast Sword [1 Enemy, Phys Atk, 337 Base Damage]; Drain [1 Enemy, Mag Atk, 193.5 Base Damage]; Cure2 [1 Ally/Enemy, Mag Atk, Cost=24MP, 1286 Base Healing, Used as Counter Attack when under 40% of Max HP, Used on Yuffie when she us under 20% of Max HP]; Trine [All Enemies, Mag Atk, Cost=20MP, Lightning Element, 1096.5 Base Damage]; Sleepel [1 Enemy, Mag Atk, Cost=8MP, Can inflict Sleep]; Mini [1 Enemy, Mag Atk, Cost=10MP, Can inflict Small]; Bio2 [1 Enemy, Mag Atk, Cost=36MP, Poison Element, Can inflict Poison]; Demi3; [1 Enemy, Mag Atk, Cost=48MP, Gravity Element, Damage = HP * 3/4]	
-----	
Strategy: Well, Godo has one major weakness, and that's gravity based attacks. Go ahead and use Laser on him (or Demi). After a bunch of casts, finish him off with Beta or other strong attacks. Watch your HP though, and make sure you cast Big Guard when things get rough. You can also poison him.	
-----	

For beating Godo you receive All Creation, Yuffie's final Limit Break, and the Leviathan Materia. For now, that's all there is to do in Wutai.







- III = Princess Guard
- V = Ribbon
- VI = Puzzle with doorways
- VII = Trumpet Shell
- VIII = Megalixir
- IX = Dead End
- X = Rolling Boulder Room
- XI = Dead End
- XII = Temple Exit

To proceed with the game you'll need to go to VI. Equip someone (Cloud) with the Ribbon, which is one of the best accessories in the game. In the next screen you'll have to solve a puzzle of some sorts.

```
(1)(9)
. .-----
(2)(4) | (3)(6) | (4)(1) | (5)(8) |
. .-----
(6)(5) | (7)(2) | (8)(7) | (9)(3) |
-----
```

This is a lame attempt at an ASCII map, I know, but it can do the trick. There are 9 doorways, and I've numbered them 1-9. The first number represents the door's number. The second number resembles where you came from. So if you go through door 7, you'll come out of door 8 (hence the second number at door 8 is number 7). You can also jump down where the dots are, or basically the left side of the screen. To get back up, you'll have to take a door. Now check which door the person you're following took and walk into the door you expect him to come out from. In this particular come out of. The chest on the lower left holds a Work Glove. After opening the door, say open sesame and go through. After the scene you'll have to fight Red Dragon.

A big Red Dragon assaults the team from out of nowhere. Fortunately, it doesn't have a lot of HP. Make sure you avoid fire based spells!

```
-----
|Name: Red Dragon (Level: 39)          |Nullifies: Gravity          |
|HP: 6800                             |Absorb: Fire                |
|MP: 300                               |-----|
|Exp: 3500                             |Status Effect Weaknesses:  |
|AP: 200                               |Poison, Slow, Paralyzed,   |
|Gil: 1000                             |Darkness                   |
|Drops: Dragon Armband(100%)          |                             |
|Steal: ---                            |                             |
|Morph: ---                            |'-----|
|Attacks: Dragon Fang [1 Enemy, Phys Atk, 1387.5 Base Damage]; Tail Attack [1 |
|Enemy, Phys Atk, 693.75 Base Damage]; Red Dragon Breath [1 Enemy, Mag Atk,  |
|930 Base Damage]                     |                             |
|-----|
|Strategy: This boss isn't the hardest in the game, but can still pack a punch.|
|Start the battle with Big Guard and keep this up. Poisoning him can help, as |
|I can slowing him or paralyzing him. Stay away from Fire, so no Kjata either (if |
|lyou even have it yet). Aqualung does decent damage so repeat that along with |
|Odin. Stay healed and you should be able to beat him fairly quickly due to his |
|low HP.                               |                             |
|-----|
```

Give Cloud the Dragon Armlet, and pick up the Bahamut Materia that the Red Dragon dropped (or perhaps transformed into). Walk to the right and inspect the floating temple. During the scene, agree with Cait Sith. Exit the area, and heal up at the ancient on the left. I also suggest saving your game, and giving someone the Bahamut Materia (preferably the one with the highest Magic, probably Aeris). Now go back to the clock room. You can only go to room XII now.

**(Perfect Game Note 16:)**

Before you go into room XII, give her an armor and weapon that's not unique. That means no Princess Guard, Umbrella, etcetera. You can give her Materia though, along with an Accessory. You know why this all is needed.

In room XII, you can't just exit through the door, oh no. It's time for one big, badass boss battle. In fact, one of the hardest bosses lies around the corner. Walk over to the door, and the battle with Demon's Gate begins.

Demon's Gate is regarded by many players to be one of the toughest bosses of the game. This video shows you that this solely depends on your strategy. Use the Enemy Skill ??? when you're low on HP yourself, use the newly acquired Bahamut Summon, pummel the creature with Limit Breaks, and throw some expendable, non-unique weapons at it with the Throw Materia. See how long it lasts now!

Name: Demons Gate (Level: 45)	Halves: Earth
HP: 10000	Nullifies: Gravity, Poison
MP: 240	-----
Exp: 3800	Status Effect Weaknesses:
AP: 400	Poison, Slow, Darkness
Gil: 4000	
Drops: Gigas Armlet(100%)	
Steal: ---	
Morph: ---	
-----	
Attacks: Falling Rocks [1 Enemy, Phys Atk, 1762.5 Base Damage; Cave-in [All Enemies, Phys Atk, 1410 Base Damage]; Petrif-Eye [1 Enemy, Mag Atk, Cost=12MP, Causes 100% Slow-numb]; Demon Rush [All Enemies, Phys Atk, 2215 Base Damage]	
-----	
Strategy: Start the battle with Big Guard, immediately followed by a casting of your newly acquired Bahamut.. Ah, such power. Unfortunately, that is the only magical attack that can inflict serious damage as it's the only one available with the armor 'piercing' ability. All other summons, magic, enemy skills, or magic items will do very little damage because of his grand Magic Defense. Limit Breaks like Climhazard and Meteorain do wonders in this battle, but you can't solely trust on those. Be SURE to keep your HP and defense up with Big Guard and White Wind. The only way to seriously damage Demons Gate is to use items like Right Arm and S-mine (physical damage items), or.. to Throw weapons using the Throw command! Yes, this can inflict 1000 damage per/throwing, so if you have any weapons that are NOT unique and that can be bought easily, throw them at him for good damage. If you keep this up you should be able to beat him. His Petrif-Eye attack is perhaps his weakest attack, as you can cure this with a simple Soft or White Wind casting.	
-----	

After the battle a whole bunch of scenes will occur. Pay attention to the story, until you find yourself awakening in Gongaga. Exit the town, and find the Tiny Bronco on the beach south of Gongaga.

**(Fort Condor Note 11:)**

Yep, after the Temple of the Ancients, it's time to do yet another battle here. While the game says you don't get

anything (gives a tiny blank text box), you receive 5 X-Potions for winning this 10th battle.



walk through the tree trunk to the other side. Note: In this area you can find Boundfats. From this enemy you can steal, win, or morph Dazers, an item that inflicts the status 'paralyzed'. This is the only item that does this, so it has it's uses on many times..Grab some if you want. In the next screen enjoy the view and walk to the end. You'll be on the world map in the corral valley between the Sleeping Forest and the Forgotten Capital, also known as City of the Ancients. Enter.

You'll come at an intersection right away. Head left to find a house with a save point and a chest that holds a Magic Source. Then head out, and walk further to a next screen. Walk downstairs here to find a chest with an Aurora Armlet inside. This is a great armor for this time in the game. Head back to the intersection and head right. Enter the first house to find a Guard Source. In the second house you can find an Elixir in the chest, and an Enemy Skill Materia behind the upper bed. Take your team members their advise and take a nap.

**(Fort Condor Note 13:)**

This battle is available after the nap. It's still possible to just exit the City, so don't worry. Again, while the game says you don't get anything (gives a tiny blank text box), you receive 5 X-Potions for winning this 12th battle.

When you wake up, go back to the intersection and walk all the way north. Enter the building, and grab the Comet Materia at the very top. Proceed down the blue shining stairs in the middle. Mr. Fish is no longer there. Walk down the large crystal stairs, and save your game if you wish. Also, equip someone with the Water Ring.

Walk up to the stone steps.. Then walk to Aeris..talk to her until a scene occurs and you will have to fight Jenova-LIFE.

Immediately after the emotional scene, the team has to fight Jenova\*LIFE. If you equipped one of your party members with the Water Ring, then you can essentially not lose this fight.

```

-----
|Name: Jenova-LIFE (Level: 50)           |Weakness: Earth
|HP: 10000                               |Nullifies: Gravity
|MP: 300                                  |Absorb: Water
|Exp: 4000                                |-----
|AP: 350                                  |Status Effect Weaknesses:
|Gil: 1500                                |Slow, Paralyzed, Darkness
|Drops: Wizard Bracelet(100%)            |
|Steal: ---                               |
|Morph: ---                               |-----
|Attacks: Blue Light [1 Enemy, Mag Atk, Cost=8MP, Water Element, 472.5 Base
|Damage]; Blue Flame [1 Enemy, Mag Atk, Cost=12MP, Water Element, 540 Base
|Damage]; Aqualung [All Enemies, Mag Atk, Cost=34MP, Water Element, 1755 Base
|Damage]; Reflect [1 Ally, Mag Atk, Cost=30MP, Causes 100% Reflect];
|-----
|Strategy: If you equipped the Water Ring you can't lose, since all her
|offensive attacks are water based. Cast powerful summons like Bahamut, Odin
|and Kjata, and continue with Beta. Stay away from Aqualung, it'll heal her.
|Keep Big Guard up as usual, and heal with White Wind or whatever you want.. In
|fact, you can also cast Magic Hammer on her 3 times(before she casts Reflect
|though!) and she won't have any MP for her attacks. If she did cast Reflect,
|DeSpell it first.
|-----

```

After the sad scenes you'll have reached the end of Disc 1. If you have been playing from the first Reactor till here, I'd say..Get a freaking break! Yeah, there are always people who try stuff like that, right..? After changing the disc, you're supposed to head north.



end of the cave. Grab the Power Source from the very obvious placed chest and exit to the world map.

Lots of snow around here, eh? Walk all the way west, then north a bit to reach Icicle Inn.

Here, check out the house on the nearby left. This is the weapon shop, who sells rather decent weapons. Go in the house on the very right with the snowman. In here, you can grab the Key Item 'Glacier Map', and also a Hero Drink and Vaccine(two rather rare and useful items). Now go to the Inn, also located on the right, and head upstairs. Grab the X-Potion in the left corner, slightly visible through the window. Also head in the house on the upper left. You can watch video's here that will explain more about the story, or you can just grab the Turbo Ether when you go downstairs. Go back outside, and talk to the man up north. When you do, Elena and more Shinra Soldiers will show up. After a scene, avoid her 'grand punch' and head to the house in the middle with the dog. Talk to the kid here and he'll lend you his snowboard. The fact that you'll never bring it back doesn't matter.

When you're all set, head north and talk to the man again who can teach you how to snowboard. It's pretty basic controls, nothing hard. Proceed with the mini-game.

In this mini-game, you'll come across two intersections. Depending on which side you take, you'll land on a different location. Also see below.





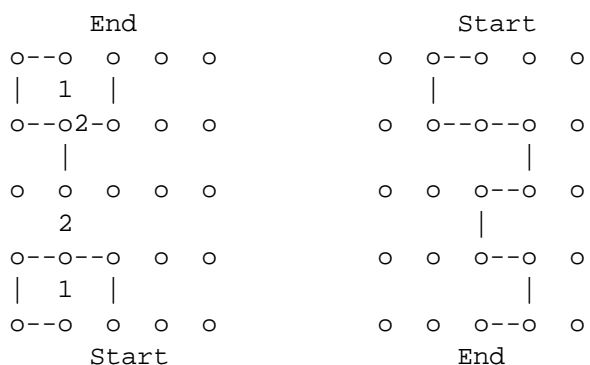
And it doesn't most of the time. Just see these icy passages as passages, and nothing more. They tend to mess up your feeling for direction, so try to ignore it as much as possible.

Here's a brief description of every area. The numbers of the map are kept true to the Bradygames guide, which I slightly used to compile the map, but that as a side note. The areas:

- (1) Entrance of the Great Glacier, it has a sign saying 'Ice Gate'.
- (2) It has a single sad tree, and a small rock-bridge that leads you across.
- (3) Has many trees, and also holds a well hidden Mind Source at the top, somewhere in the middle.
- (4) The upper part consists of ice with a worthless Potion. The lower half shows some pine trees. Going northwest leads to 4a, where you can do a small puzzle. This is the solution, borrowed from Alex' FAQ. All proper credits go to him. The cave holds a Safety Bit as treasure. The number 1 means you need to jump in that direction first, followed later by 2.

To the Cave:

Back out again:



- (5) Many large rocky walls, both left and right. The cave is 5a/b which lead to the world map.
- (6) White, crystal looking area with view from above. The cave in the middle holds an Elixir. When the game says 'Received Elixir!', don't press circle, instead just walk out of the cave. When you go back inside, you can grab it again for an infinite stock (if you want to).
- (7) A tree serves as a bridge here.
- (8) This is the place with the hot spring being on the left. The steam coming off indicates it's indeed warm there. Hmm.. warm. I'd take a bath there right away!
- (9) Only a single pine tree stands here.
- (10)The screen with an intersection of four paths in total. The upper right path leads to screen 8, and never to screen 13. If you go south from screen 13 you will come out of here, though. The path on the upper left also leads to area 8. To find the Added Cut Materia, take the upper right path, and check the second screen well. The Materia lies on the right side. On the map, it's the section of the dot.
- (11)Looks like a mountain trail, snowy. There is a Moai Stone Face hidden near the rocks on the upper left side of the screen.

(12) This is the Snow Field (feld, field, at least it fits in). The wind changes here, so you have to place landmarks while walking to indicate what direction you were coming from. In the middle of this field is a cave with an All Materia. Yeah, I know. Crappy.

(13) This can only be accessed from the snow field if you head east from there.

In the cave you can find 'Snow', and battle her if you touched the hot spring at area 8 first. Your reward will be the Alexander Materia. And yes, you can do this even on disc 3 if you wanted. The same holds true for all other Great Glacier items. Tip: Make sure you steal a Circlet from Snow (or any Snow enemy). It's a GREAT accessory that increases your Magic and Spirit(Mdefense) by 30!

So you're after the elusive Alexander Summon Materia, aren't you? Well, it can be a little tricky to find, but if you follow this video you won't have any problems finding Snow. Just make sure you already touched the hot springs in one of the earlier areas.

When you've grabbed the items you want, go to Mr Holzoffs House (by collapsing, for example).



When you're almost at the end of the next hallway, you'll get attacked by a Schizo! Meaning, a big, badass two headed dragon.. yipes!

This two-headed dragon is an extremely ferocious beast that packs quite a punch. Make sure you use your best attacks and steal the Protect Ring from the Right half of Schizo.

Name: Schizo Left (Level: 43)	Absorb: Ice
HP: 18000	-----
MP: 350	Status Effect Weaknesses:
Exp: 2200	Darkness
AP: 120	
Gil: 1500	
Drops: Dragon Fang(100%)	
Steal: ---	
Morph: ---	
Attacks: Left Breath [1 Enemy, Mag Atk, Cost=10MP, Ice Element, 1089.375 Base Damage]; Double Breath [1 Enemy, Mag Atk, Cost=10MP, Fire/Ice Element, 1711.875 Base Damage]; Tremor [All Enemies, Mag Atk, Cost=8MP, Earth Element, 778.125 Base Damage, Used as Counter Attack every 6th hit]; Final Attack Breath [All Enemies, Mag Atk, Lightning Element, 1400.625 Base Damage]	
-----	
Name: Schizo Right (Level: 43)	Absorb: Fire
HP: 18000	-----
MP: 350	Status Effect Weaknesses:
Exp: 2200	Darkness
AP: 120	
Gil: 1500	
Drops: ---	
Steal: Protect Ring	
Morph: ---	
Attacks: Right Breath [1 Enemy, Mag Atk, Cost=10MP, Fire Element, 1089.375 Base Damage]; Double Breath [1 Enemy, Mag Atk, Cost=10MP, Fire/Ice Element, 1711.875 Base Damage]; Tremor [All Enemies, Mag Atk, Cost=8MP, Earth Element, 747 Base Damage, Used as Counter Attack every 5th hit]; Final Attack Breath [All Enemies, Mag Atk, Lightning Element, 1400.625 Base Damage;]	
-----	
Strategy: First of all, I suggest stealing the Protect Ring from Schizo (Right). It's a great accessory. Start the battle with Big Guard. Schizo is a rather tough boss, but if you come well equipped (with protection from Ice, Fire, Lightning and Earth) it shouldn't be so hard. Alexander does high damage, as does Bahamut, Odin, Aqualung, and Comet. Pound away, keep your defenses up, your HP high, and hope nothing goes wrong. Be prepared for his Final Attacks when a head dies, as they inflict 1000 damage to everyone. On a side note, I found it useful to press Select during the battle to have the extra info menu come up, so I knew which side was right/left.	
Alternatively, you could just keep on casting Magic Hammer on both heads until they run out of MP/Skill Power. The only attack left will be their Final Attack. Cheap, but effective.	
-----	

You could head back to heal up/save, or just continue ahead. On the next screen, just climb your way up to the Crater.



```
|Morph: --- |-----|
|Attacks: Red Light [1 Enemy, Mag Atk, Cost=8MP, Fire Element, 843.75 Base |
|Damage]; Tropic Wind [1 Enemy, Mag Atk, Cost=12MP, Fire Element, 750 Base |
|Damage]; Silence [1 Enemy, Mag Atk, Cost=24MP, Can inflict Silence]; |
|-----|
|Strategy: The previous Jenova fight was all about water, this one's all about |
|fire, making it perhaps even easier than the last one. If you came with Fire |
|protective gear, this fight's a breeze. Her Silence means little harm. If you |
|didn't protect yourself, you could also be cheap and drain her MP with Magic |
|Hammer. |
|-----|
```

After the battle, choose either Red XIII or Barret to give the Black Materia to, then talk to Tifa to continue. Don't forget to grab the MP Turbo Materia that Jenova Death left behind. Grab the Poison Ring from the chest when you continue to the north.

In the next screen, things get even trickier to get past the whirlwind. Now you must also dodge and time the lightning that strikes down in a certain rythm. When you get to the far north, it's time for a large amount of scenes and you can sit back most of the time. Sometimes walk a bit, talk a bit. Enjoy the great FMV's.







You can manipulate them, making them an easy target for morphing, or you can paralyze them using the item Dazers (gotten from Boundfat enemies in the Corral Valley, just north from the Sleeping Forest). Either way works just fine. I suggest you get 3 of them, for whenever you want one for any party member.

Now fly pretty much to the other side of the world map, to the islands on the northeast of the eastern continent. In the forests here you can encounter Goblin enemies. You can learn the enemy skill Goblin Punch from them (which costs no MP to cast, and does a lot of damage if your Lvl and the enemies' Lvl are close to each other). You can also get the Zeio Nut from them, which may be of good use to you later during chocobo breeding.

**(Perfect Game Note 20:)**

Now is also a good time to go to Wutai and defeat Godo. Make SURE you've got all Enemy Skill Materia's that DON'T HAVE Trine equipped on Yuffie, to make sure you learn Trine from him. It's your last chance to learn it.. now all 4 Enemy Skill Materia should have Trine!

There's another optional thing to do, and it involves exploiting a glitch of some sorts. I never have any problem with doing this, but if you do, just skip the next paragraph.

Fly with the Highwind to the east of the Chocobo Ranch and spot the Cave. Follow the dirt path from the cave until you see a cliff that leads to a grass area. This is the spot you need to be at. The trick is to fly/land the highwind near the cliff so that when you land, you'll actually be on the dirt area leading to the Cave that's normally still unreachable. To do this, face the Highwind south, and use Square Directional buttons to move it around. When nearby the ledge, press X to land, and also hold the Up/Left buttons along with L1. If done correctly, you'll be next to the ledge on the dirt area. It's kinda tricky, but give it a few tries and I'm sure you'll be able to pull it off.

It's glitch time! I'm sure you'd like the Quadra Magic Materia for free, in just a mere minute, wouldn't you? Well, you can, actually. Check out this video.

You can go to the Chocobo Ranch and grab the Chocobo Lure Materia if you walk a bit to the right of the fence. You can even start catching Chocobo's now, but I won't go in-depth here. If you want more info, head to the chocobo section. While you're here, make sure to buy at least one Mimett Greens for soon.

This is all you can do for now. The Gold Saucer's closed off, so there's not much else to do than to continue with the story.





happen to lose the 'boss battle', it won't be game over.. instead, you'll never be able to enter Fort Condor again. Again.. you really suck ass if you get that. Now head back to Mideel to check on Cloud and Tifa.



Now that you have that, why not visit Midgar again? The guy outside seems to have lost his key.. ah.. well it's yours now! Enter Midgar. If you go inside the church you can witness a glitch of Aeris. Head to Wall Market and go to the store that says 'Item'. In here, try and use the machine to receive the Premium Heart, Tifa's Ultimate Weapon. A funny scene will happen if you have Cid and Tifa in your party.

Now head to the weapon store up north. Talk to the guy who sold you the batteries and he'll offer you a new bargain cough sucker cough. He'll sell you the Sneak Glove for a whopping 129000 gil. It's a great item though, as it increases your stealing chances by alot.. so you can't get around it if you want to have it. When you get this, exit Midgar again. Or you can go on a massacre and waste all the weak enemies around here that used to bother you before.. heheh..

Head to Nibelheim with Tifa in your party, and go to Tifa's piano. Here, play the tune like before: X, [], Triangle, R1 Triangle, R1 [], X, [], Triangle, R1 X, O, X, [], X, and press start to end. You'll receive Tifa's Final Limit Break, Final Heaven.

The Gold Saucer also re-opened, which means you can do Chocobo Races now, and also breed Chocobo's. Again, I won't go in-depth here. More info is at the special section.

With Chocobo breeding, you can get to the 4 special materia caves, which hold the Quadra Magic, Mime, HP(-)MP, and famous Knights of the Round Materia. Just thought I'd mention that. Also see section {OPT-7.16}.





the Scimitar from the chest, and MAKE SURE you grab the Leviathan Scales from the chest more on the left. If you miss this Key Item, you'll regret it, same as the Scimitar. This is the first of the two TRIPLE materia growth weapons. It's for Cid.

Now enter the sub, battling the marines while passing though. Once you're on the bridge, you'll come across your parading/posing buddies.. which I always take hostage. They'll be thankful, although it doesn't get you anything. Doing the battle does nothing in particular either. Now check the manual, then start the mission.

For the mini game, all you really need to know is that Square fires your torpedo's, with Triangle you can speed up, and with X you can slow down. You start behind the red sub, so quickly align yourself behind it, and fire a crap load of torpedos in it. After a few salvos it'll be toast. If you manage to lose sight of the red sub, you'll have to deal with yellow subs as well. Try using R1 for an overview to find the red sub quickly again.

After the game you'll have a new vehicle, the Gray Shinra Sub! Note: It's also possible to get the Red Submarine. In order to do this, lose the battle (wait a freaking 10 minutes), then go back to Junon and go through the door where the dog used to be. This whole thing means you can never get the Huge Materia, though, so I advise you not to.

Go back to Junon again, and ride the elevator up. Check out the airport on the right, and exit Junon again.. looks like you were a little too late.



Attacks: Short Staff [1 Enemy, Phys Atk, 780 Base Damage]; Neo Turk Light [1 Enemy, Mag Atk, Causes 100% Confusion]; Electropod 2 [1 Enemy, Phys Atk, Lightning Element, 2652 Base Damage];

Name: Turks:Rude (Level: 49)	Nullifies: Gravity
HP: 20000	
MP: 280	Status Effect Weaknesses:
Exp: 5500	Poison, Slow, Stop, Paralyzed,
AP: 360	Darkness
Gil: 5000	
Drops: Elixir(100%)	
Steal: Ziedrich	
Morph: ---	

Attacks: Shoulder Attack [1 Enemy, Phys Atk, 2346 Base Damage]; Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning Element, 930 Base Damage]; Fire2 [1 Enemy, Mag Atk; Cost=22MP, Fire Element, 930 Base Damage]; Ice2 [1 Enemy, Mag Atk, Cost=22MP, Ice Element, 930 Base Damage]; Cure2 [1 Ally, Mag Atk, Cost=24MP, 1514 Base Healing];

Strategy: Start the battle by stealing both the Tough Ring and the Ziedrich from Reno and Rude, then use Big Guard. If you gave Yuffie the Conformer with Double Cut she'll deal fairly good damage with it. If you equip Ribbons before you start the battle, you won't get confused by the Neo Turk Light. Pound away with spells like Magic Breath, Aqualung and good summons. If you want to, you can poison them both, but it may not help much. You can also cast Magic Hammer 3 times on Rude to have him run out of MP if you want to be cheap.

Interesting to note, Rude will still not attack Tifa. He will only attack her if she's the last standing, and even then he'll attack her only 2 out 3 times. Rude will never use attack magic on Tifa.

After the fight, head north into the Cargo Room. Grab the Megalixir from the first chest, then walk all the way to the end of the right to grab the chest with the Spirit Lance. Go downstairs, and grab the Hades summon materia from nearby the wrecked helicopter on the right. Look for the red orb. Now walk to the lower part of the screen to grab the Outsider from the chest on the left, and Highwind, Cid's Final Limit Break, from the chest on the right.

That's all there is to be found in the Gelnika.. as far as treasure goes. This place holds many powerful enemies that can be morphed into Sources that can increase your stats. You can get all the 6 different Sources here. The best way to do this is to give Yuffie the Conformer and the Morph materia, since her ultimate weapon isn't decreased in power when using morph. In the hallway where the turks are you'll find groups of Bad Rap and Poodler, in the Cargo Room you can find Serpents, and Unknown 1/2/3. In the other room near the entrance, you can find a mix of Unknowns. More info about stat maxing is available in a special section.

Save your game and exit the Gelnika. Emerge with the sub, and sail a bit north of Costa Del Sol, until you get to a desert with a river nearby. Submerge, and go through the tunnel. When you get to the end, emerge again and get off the sub. Go to the waterfall and enter the secret cave, also known as Lucretia's Cave. Do this with Vincent in your party. A scene will occur. You can't fight battles outside the lake here, but when you've fought 10 battles anywhere, you can come back here with Vincent to receive the Death Penalty and Chaos, which are Vincent's Ultimate Weapon and Final Limit break respectively.

Submerge again and take your sub close to Bone Village, where you should see another tunnel around there somewhere. Check it out and grab the Key Item 'Key to the Ancients'. This isn't optional.

There is one more thing to do in the sub. Head to Junon and submerge. From here just go south/southwest to reach the downed Red submarine. You'll receive the 3rd Huge Materia from it. Now go back to Junon and hop back in the Highwind.

Fly over to Wutai and go straight to the Da-chao statues. Remember the cave with the intense flames? Well, with the Leviathan Scales you can pass through the cave, grabbing the Oritsuru from the chest, and the Steal as Well Materia from the other flames.

That's about it for now. Especially the Gelnika will be a place where you may want to return later, though..





```
|Drops: ---
|Steal: Rising Sun
|Morph: ---
|Attacks: Diamond Fire [1 Enemy, Mag Atk, Fire Element, 891 Base Damage]; Foot
|Stamp [1 Enemy, Mag Atk, 1188 Base Damage]; Diamond Flash [All Enemies, Mag
|Atk, Damage = HP * 7/8, Causes 100% Silence, Only used after Countdown];
|-----
|Strategy: Physical attacks do 0 damage to Diamond Weapon, so don't bother.
|Start the battle by stealing the Rising Sun, a unique weapon for Yuffie. Then
|get your defense going, as usual, like Big Guard. Pound away with Bolt3,
|Comet, Summons and Magic Breath. This will do him in after a while, even
|though he's got 30000 HP. You can slow him to make the battle even easier.
|-----
```

After the battle, a few very nice FMV's will show, after which you can control the Highwind again. From this point onward, you can battle Ultimate Weapon, who will be hovering in the crater near Junon. If you wish to do this now, you can check out the special section for it. You may find difficulties doing that now, though, because Ultimate Weapon sometimes tends to go to the Northern Crater and Midgar, and you're going to both too.. for the story, that is.

You deserve some more eye candy. Well, here it is.

Fly near the Northern Crater and you'll get another scene. Once you fly over Midgar now, you'll have to do that mission.





```

|Drops: Elixir
|Steal: Ziedrich
|Morph: ---
|Attacks: Shoulder Attack [1 Enemy, Phys Atk, 2955 Base Damage]; Grand Spark
|[1 Enemy, Mag Atk, 1206 Base Damage];
-----
|Name: Turks:Elena (Level: 53)
|HP: 30000
|MP: 100
|Exp: 6400
|AP: 800
|Gil: 7000
|Drops: ---
|Steal: Minerva Band
|Morph: ---
|Nullifies: Gravity
|Absorbs: Ice
-----
|Status Effect Weaknesses:
|Poison, Slow, Darkness
-----
|Attacks: Kick [1 Enemy, Phys Atk, 1427.5 Base Damage]; Bewildered [1 Enemy,
|Mag Atk, Can cause Confusion]; Throw1 [1 Enemy, Phys Atk, 1142 Base Damage];
|Throw2 [1 Enemy, Phys Atk, 856.5 Base Damage];
-----
|Strategy: The reason to do this fight is to steal the Tough Ring, Ziedrich,
|and Minerva Band, all rare and useful items. The battle can be tricky, since
|there's now three of them. Start off with Big Guard and pound away with good
|summons and physical attacks (if you have good weapons equipped). Stay away
|from Lightning, Ice, and Fire attacks (including but not limited to Magic
|Breath and Kjata) as it'll heal them. If you keep your HP and defenses up, you
|should be able to pull this off. You may want to finish them off all three at
|once with a powerful summon, or else you'll only get the rewards for the ones
|with depleted HP.
-----

```

Your goal is to head up, however there are some very good treasures to be found if you walk down. It's quite a walk, but also quite worth the effort. Check for chests holding a Power Source, Guard Source, Mind Source and Magic Source. The W-Item Materia is found at the very end of the tunnels.

**(Perfect Game Note 22:)**

Make sure you steal 99 Graviballs from Shadow Makers in the tunnels. Of course, with the W-Item Materia, life's alot easier.

With the W-Item Materia, you can duplicate any item that can be USED IN BATTLE. This excludes alot of things, like equipment. It works like this: Say you want to duplicate a Megalixir, of which you only have 1 left. Select the W-Item Command, then select the Megalixir and use it. Then move your cursor to any other item the you can use, and press O. After this, press X. You'll now have 2 Megalixirs. Press O,X,O,X..etc to get more duplicates. And yes, you only need to have 1 of an item and you can duplicate it.

Now backtrack to the screen where you fought the Turks (it has a ladder on the left), and head north. This screen has an intersection, and you can go left or right. The Shinra Building's to the right, and it has alot of great (and ONE time ONLY) treasure, so that's what I'm going to describe.

When you head right, you'll get to another intersection. The right side is just a dead-end, so head left and you'll be at Shinra HQ. If you take your time to walk the stairs (AGAIN, maybe?) you can find the Behemoth Horn, a good and unique weapon for Red XIII. Go though the main entrance afterwards (take the elevator down), and read the Turtle's Paradise Flyer No.2 if you didn't before, as this will be your LAST chance to read it. Walk the stairs up to the second floor and enter the item shop behind the green doors. You can now grab the Pile Bunker and the Master Fist from the

two chests.

Ride the glass elevator on the first floor, on the right of the entrance, to the 63rd floor. Here, you can grab the Grow Lance from one of the rooms. Head to the 64th floor, and check out the vending machine in the upper left corner of the fitness room. If you banged on it during your first visit here, you'll receive a Mind Source and Speed Source from it. Also grab the HP Shout from the last row of lockers, which is Cait Sith's Ultimate Weapon. You can only get this NOW, so make SURE you get it. You're done in Shinra Building now, so head back to the intersection and go left this time to continue with the story. Climb up, and as you try to proceed you'll get interrupted by Heidegger and Scarlet their new weapon. Pleh...

Proud Clod may be huge, but he isn't exactly something to be proud of. It deals fairly low damage, and you can dispatch this oversized robot with a series of physical attacks from ultimate weapons.

Name: Proud Clod (Level: 53)	Nullifies: Gravity
HP: 60000	-----
MP: 320	
Exp: 7000	
AP: 1000	
Gil: 10000	Status Effect Weaknesses:
Drops: Ragnarok	---
Steal: ---	
Morph: ---	-----
Attacks: Big Hand Clash [1 Enemy, Phys Atk, 774 Base Damage]; Wrist Laser [1 Enemy, Phys Atk, 774 Base Damage]; Knee Fire [1 Enemy, Phys Atk, 774 Base Damage]; Knee Blend [1 Enemy, Phys Atk, 774 Base Damage]; W Machine Gun [1 Enemy, Phys Atk, 1354.5 Base Damage]; Beam Cannon [All Enemies, Mag Atk, Cost=32MP, 1297.5 Base Damage]; Materia-jammer [1 Enemy, Mag Atk, Cost=16MP, Causes 100% Reflect]	
-----	
Name: Jamar Armor (Level: 62)	Nullifies: Gravity
HP: 20000	-----
MP: 300	Status Effect Weaknesses:
Exp: 8000	Darkness
AP: 1500	
Gil: 10000	
Drops: ---	
Steal: ---	
Morph: ---	-----
Attacks:	
-----	
Strategy: Being huge doesn't make it strong. This fight is rather easy. As you can see, beating the Jamar Armor gives you alot of extra rewards, so I suggest you do so for that reason. Physical attacks with good (ultimate) weapons are the way to go in this battle. It works better than most magic. Especially Double Cut will be useful. His Materia-jammer attack only puts reflect on one character, just be careful with healing.	
-----	

Just head north afterwards. In the next screen, grab the Elixir and the Mystile from the chest. This is the best armor in the game, as it gives you sky high evasive stats which no other armor can really compare with. Save your game at the save point if you wish, and put Barret in your party (if only for a while).

**(Perfect Game Note 23:)**

Steal 99 of the 8inch Cannon item, from Grosspanzer. It can be found anywhere on the screen with the save point. Of course, the W-Item Materia can come to the rescue depending on what challenge you're doing..

**(Perfect Game Note 24:)**

Be sure to put Barret in your party before you continue and go upstairs. His Ultimate Weapon, the Missing Score will be in a chest, but the chest will ONLY be available if you have Barret in your party. It's a 100% one-time-only chance.

Go up the stairs, and on the next screen some more. Grab the Missing Score from the chest on the stairs (the chest is ONLY available if Barret is in your party) then continue up, or go back to put Barret out of your party if you want to.

**(Perfect Game Note 25:)**

In this area, steal 99 Shinra Alpha's from SOLDIER:1st. You can increase your steal rates with the Sneak Glove if you've gotten it earlier.. it'll help you some. Heh.. don't you just love making a perfect file? Don't forget turning the battle speed to the max.

Follow the stairs up, and you'll finally find Hojo.. who isn't just about to give up without a fight. Time to put an end to the life of this miserable idiot who did too many bad things.

The fight with Hojo consists of three phases. Especially the third form can be powerful, and it helps to equip Ribbons to prevent status effects.

-----	
Name: Hojo (Level: 50)	Nullifies: Gravity
HP: 13000	-----
MP: 250	Status Effect Weaknesses:
Exp: 0	Darkness
AP: 0	
Gil: 0	
Drops: ---	
Steal: ---	
Morph: ---	-----
Attacks: Capsule [Revives Bad Rap Sample & Poodler Sample]	
-----	
Name: Helletic Hojo (Level: 55)	Nullifies: Gravity
HP: 26000 (Left Arm=24000/Right Arm=5000)	-----
MP: 200 (Left Arm=400/Right Arm=300)	Status Effect Weaknesses:
Exp: 0	Darkness
AP: 0	
Gil: 0	
Drops: ---	
Steal: ---	
Morph: ---	-----
Attacks: Pile Banger [1 Enemy, Phys Atk, 1962.6 Base Damage, Only used when	
Right Arm is alive]; Bio Gas [1 Enemy, Mag Atk, Cost=15MP, 690 Base Damage,	
Causes 100% Poison]; Confu [1 Enemy, Mag Atk, Cost=18MP, Can inflict	
Confusion]; Sleepel [1 Enemy, Mag Atk, Cost=8MP, Can inflict Sleep];	
Silence [1 Enemy, Mag Atk, Cost=24MP, Can inflict Silence]	
-----	
Name: Lifeform-Hojo N (Level: 58)	Nullifies: Gravity
HP: 30000	-----
MP: 100	Status Effect Weaknesses:
Exp: 25000	Stop, Darkness
AP: 2500	

```
|Gil: 6000
|Drops: Power Source
|Steal: ---
|Morph: ---
|Attacks: Absorb [1 Enemy, Mag Atk, Cost=2MP, 555 Base Damage]; Silence [1
|Enemy, Mag Atk, Cost=24MP, Can inflict Silence, Used as 100% Counter Attack
|versus magic attacks]; Slow [1 Enemy, Mag Atk, Cost=20MP, Causes 100% Slow];
|Combo [1 Enemy, 4 Phys Attacks, 257.5 618 360.5 824 Base Damage, Can
|inflict Poison, Darkness & Sleep];
|-----
|Strategy: This fight can be fairly tough. Make sure to equip your characters
|with Ribbons and other status protective equipment. The first Hojo is a joke.
|Kill him and his creations will go with him. The second form is tougher. The
|Arms will always revive rather quickly, so it's no use killing them off. Your
|best bet is to use powerful magic and enemy skills.. You may want to save your
|summons for the third phase. Cast Big Guard for defense and heal with White
|Wind so you'll also wipe away any status effects should you get them. The
|third battle is the hardest. His combo hits hard so you'll want to keep Big
|Guard going. Any magical attack is countered by Silence, though Ribbons will
|prevent this. Use your best summons now. You can also Stop him, something that
|both Choco-Mog can inflict as well as just the spell itself. Keep your HP's up
|and do your best in beating him.. after all, you're already 2/3 now. Hojo
|gives a big-ass AP reward, and you get to keep his monthly salary of 6k too.
|-----
```

And that's the end of Disc 2 already. Yeah, Disc 1 sure was longer, wasn't it?



chest, and go back out of the cave.

Now walk a bit to the left and you'll drop down to a lower level. The chest on the left can be gotten from here, and it holds a Hero Drink. Enter the cave again. Walk up, and grab the Guard Source from the chest. The other chest can be accessed by going through the tunnel of which the entrance can be found a bit under the chest. It holds a Power Source. Exit the cave by the top, and walk right again to drop down.

This time, drop down more, and enter the cave. Walk through the 'connecting' path, and drop down more, staying on the right side of the screen. When you're all the way below, close to the exit, take your time and consider whether this is a good spot for the Save Point. I think it is. It's at about the middle of the crater, which makes it useful for getting anywhere: The world map, and the rest of the crater. Now go down the next screen..

Whatever you do, DON'T put the Save Point in this screen. There have been many people that did, and who weren't able to climb back up at all. So just don't do it and save yourself the screwed up game you'll get. Climb down and meet up with your party members.

NOTE!: Depending on who you send down which path, you can get additional items of some very useful and rare equipment. I highly suggest you follow the directions written in this walkthrough.

**(Perfect Game Note 26:)**

You MUST follow the directions in order to get the very special duplicates of:  
Mystile, Imperial Guard, Shield Materia and (Command) Counter Materia.

- The first question that's asked is about Cloud. Send him, and everyone else to the left, EXCEPT TIFA. Send TIFA to the RIGHT.
- Head down(left) with Cloud. Here, you'll get to another intersection. Again, the first question is about Cloud. Send Cloud down, send Barret up, send Red XIII up, send Yuffie up, send Cait Sith down, send Vincent down, and send Cid up. Now take Cloud down through the down path.

You may (or may not) have a crappy party right now, so be extra careful. It could be wise to equip Vincent and Cait Sith with the Ziedrich, if you didn't use them often before. This armor will cut down most damage in half, plus it's basically very good on defenses.

You could also give them an additional Tough Ring.

Walk down the steps, and grab a Remedy from the chest on the left. Head to the right section and walk to the chest holding an Elixir. Head down more, and grab an X-Potion from the chest on your way, a bit on the left side. Exit down to the next area.

Here, walk the path until you can to jump down (twice). If you jump off from the left, just make sure you grab the chests. The chest nearby holds a Turbo Ether. From here, head to the right and grab a Vaccine from the chest on your way. Walk to the left from here, past/behind the other path. In the 'Mako flow' you can grab the Magic Counter Materia, which is located on the nearly very left.

In the next screen, jump down to grab the X-Potion from the chest. Follow the fairly linear path down until you get to the second chest, which holds a Turbo Ether. From here, go to the left. Cloud will jump quickly to the next platform so quickly tap circle and you'll receive the Mega All Materia. This may require several more attempts. The chest on the left holds a Speed Source. Jump down below, and exit the screen. In the next screen, you'll be at the bottom of the crater. Here, DON'T go anywhere except back where you just came from again.

Backtrack all the way you came, until you are at the screen where your party members met up with each other at first, and where I advised you not to place the save point. Head to the right path now (which you sent Tifa to).

**(Perfect Game Note 27:)**

It's wise to equip one character (for example Cloud) with all 4 Enemy Skill Materia during this part. You could



encounter a Dragon Zombie, which uses the Enemy Skill 'Pandora's Box' as a Final Attack. However, once it uses this Final Attack, any other Dragon Zombies will never perform this attack again due to a certain variable. I won't get technical here, but if you have all Enemy Skill Materias on (say) Cloud, all the Materia will get the skill at once. After that you'll never have to worry about missing any enemy skill again as all others can still be gotten (unless you already missed Trine from Godo..).

Walk down the spiral path and climb down at the end. Grab the Mystile armor from the chest (hooray!), and the Elixir on the ground. Walk down the last spiral to the next screen (which looks the same to me, oh well). The chest on the right holds a Tetra Elemental (of which you can get infinite through Cactuar morphing anyways). The other chest, on the left, holds a Speed Source. Go up more, and walk to the very left part of the screen to find a chest with a Megalixir. The other chest also holds a Megalixir, so be happily confused (or not) and exit the screen up north.

You'll be walking on a large skeleton of some sorts. There are no items here, so just walk down until you reach the next screen again, which is the bottom of the crater (again). Here, DON'T do anything again except exit back through the path you first went through, which is also the exit closest by to you. Backtrack all the way until the screen where the 'Left Path' splits into an upper and lower path, and take the upper path now.

You'll now be in a swampy area. Get used to it, as you may spend a lot more time here, because it's well known to be the best training area for Exp/AP. First walk the lower/right path to reach the chest holding a Magic Source, then take the upper/left path and Cloud will go through the swamp. From here, grab the Remedy from the other chest and exit the screen by the north. Note: The Magic Pot enemies in this area can only be damaged if you feed them an Elixir first. It's worth it beating them. If you encounter 3 jumping balls, try and morph them, but definitely defeat them. They give a lot of AP.

Here, take the left/upper path first and walk your way to the green materia, which is the Shield Materia. From that spot, walk more down to the left and Cloud will go through the swamp again, reaching the chest with an Imperial Guard. (Note: going south from this chest will lead to the right side of the screen). The other chest on the upper left holds a Vaccine. Now walk all the way to the right of the screen to grab a Hero Drink from the chest. All that's left now is to exit the screen by the right.

In the next room, grab the Counter Materia from the bright light. (Note: This is not the same as the 'Counter attack' Materia. This Counter Materia is a support materia which will counter with any paired command (yellow) materia. Also grab the W-Magic Materia, which is slightly difficult to spot, but is to the north of the bright light. Look for a little orb (as usual, duh). Exit the screen by the left.

You'll be back in the bottom of the crater. You can now finally grab the Luck Source from the chest here. Then move to the left and your party members will meet you here. Talk to them and if you followed all above instructions, you should get the following:

You'll receive the following items if you followed this guide.]

Tifa: 'Mythril' (this is a typo = Mystile)

Cid: Imperial Guard

Barret: Vaccine

Red XIII: Shield Materia

Yuffie: (Command) Counter

First of all, castrate Barret since he decided to pick up a junky Vaccine instead of the W-Magic Materia, then decide whether you want to go ahead (and castrate Sephiroth too), or climb back out of the crater to do a whopping load of awesome stuff. I suggest you do the latter. I wouldn't put the save game here personally, because you can't really get around the crater easily from here.







After the battle, you'll get to the real bottom of the crater, where Sephiroth resides. You're given time to better equip your party members.

I suggest that you give your main party the best you've got, even if you're divided into more parties (don't use the others). Mystile as armor is great, and Ribbon as accessory is pretty much a must-have. Ziedrich as armor also works if you're out of Mystiles. Give your characters the best materia you have and you should be fine. Let's bring this on, Sephy boy!

Equip your characters with Mystile armors, and Ribbon accessories. Ultimate Weapons help big time as usual, but otherwise Summons can inflict a great deal of damage as well. First kill Bizarro's body parts off, after which you can destroy it's core (which heals Bizarro's main body). With the core out of the way, finish it off.

```

-----
|Name: Bizarro*Sephiroth (Level 61)          |Nullifies: Gravity
|HP: 60000                                  |-----
|MP: 400                                    |Status Effect Weaknesses:
|Exp: 0                                     |Darkness
|AP: 0                                      |
|Gil: 0                                     |
|Drops: ---                                |
|Steal: ---                                |
|Morph: ---                                |-----
|Attacks: Sephiroth Shock [1 Enemy, Phys Atk, 2131.25]; Aurora Fence [All
|Enemies, Mag Atk, 1252 Base Healing, Removes all status effects]; Bolt3 [1
|Enemy, Mag Atk, Cost=52MP, Lightning Element, 4920 Base Damage]; Quake3 [1
|Enemy, Mag Atk, Cost=68MP, Earth Element, 5381.25 Base Damage]; Stigma [All
|Enemies, Mag Atk, 2152.5 Base Damage, Causes 100% Poison & Slow]; Heartless
|Angel [1 Enemy, Phys Atk, Damage = (Target's HP-1)]; Ice3 [1 Enemy, Mag Atk,
|Cost=52MP, Ice Element, 4920 Base Damage]; Fire3 [1 Enemy, Mag Atk, Fire
|Element, 4920 Base Damage]; Demi3 [1 Enemy, Mag Atk, Cost=48MP, Gravity
|Element, Damage = HP * 3/4]; Bizarro Enegy [1 Ally, Mag Atk, 6744 Base
|Healing]
|-----
|Main Body's Max HP = 40000      5000 * No. of Characters at L99
|                               60000 if Knights of Round was used on Jenova*SYNTHESIS
|Head's Max HP      = 2000      250 * No. of Characters at L99
|Core's Max HP      = 10000     1250 * No. of Characters at L99
|Right Mgc's Max HP = 4000      500 * No. of Characters at L99
|Left Mgc's Max HP  = 4000      500 * No. of Characters at L99
|-----
|Strategy: For the HP values of the other parts, you can check the above, but
|it may or may not interest you. Either way, this fight is more difficult than
|the last. To win the battle, you must beat the Main Body. It may be useful to
|have the Targets available in this battle [SELECT]. However, the Core will
|heal the Main Body for about 7k, and finally, the Core is Immune from damage
|when the Right and Left arms (called Magics) are alive. So, here's what you
|do: Kill off the Left and Right Arms, then throw everything on the Core by
|using your strongest multi-hitting attacks, then just aim for the Main Body
|with your strongest attacks. Keep your defense up, heal (with White Wind, this
|also cures status effects should you have them) and this battle is over! If
|you're facing him with more parties, you can switch whenever a part dies, but
|you really don't need to bother.
|-----
    
```

Right after this battle, you get to face ..

The team has come to the final battle of this fantasy. Feel free to use everything in your power to defeat Sephiroth, use Megalixirs, Hero Drinks (greatly boosts stats) and anything you deem necessary. Limit Breaks and Summons work wonders, as do Ultimate Weapons.

```

-----
|Name: Safer Sephiroth (Level 87)          |Nullifies: Earth, Gravity
|HP: 80000                                |-----
|MP: 680 (cannot be depleted)            |Status Effect Weaknesses:
|Exp: 0                                   |Slow, Darkness
|AP: 0                                    |
|Gil: 0                                   |
|Drops: ---                               |
|Steal: ---                               |
|Morph: ---                               |-----
|Attacks: (Base Damages are for Safer Sephiroth at Maximum Power)
|
|Wing Slash [1 Enemy, Phys Atk, 10389 Base Damage, Causes 100% Paralyzed &
|Darkness]; Deen [All Enemies, Mag Atk, 2128.125 Base Damage]; Wall [1 Ally,
|Mag Atk, Cost=58MP, Causes 100% Barrier MBarrier]; Pale Horse [1 Enemy, Mag
|Atk, 2979.375 Base Damage, Causes 100% Sadness, Frog, Small]; Shadow Flare [1
|Enemy, Mag Atk, Cost=100MP, 10640.625 Base Damage]; DeSpell [1/All Enemies,
|Mag Atk, Cost=20MP, Despells]; Heartless Angel [1 Enemy, Phys Atk, Damage =
|(Target's HP-1)]; Break [1 Enemy, Mag Atk, Cost=86MP, Earth Element, 8512.5
|Base Damage, Can inflict Petrify]; Super Nova [All Enemies, Mag Atk,
|Damage = Target's HP * 15/16, Can inflict Confusion, Silence, Slow]
|-----
|
|30,000 Max HP, 2 Att, 20 Def, 5 MAt, 16 MDf per character at L99
|80,000 Max HP if you cast Knights of Round on Jenova*SYNTHESIS
|
|At maximum power, Safer*Sephiroth will have:
|400,000 Max HP, 246 Att, 260 Def, 140 MAt, 308 MDf
|-----
|Strategy: Again, Safer Sephiroth also gains some stats as can be seen above.
|He will start the battle with Wall. You will start the battle with a De-spell,
|followed by a Big Guard, followed by casting Slow and Darkness (use Ink) on
|him. Many of his attacks cause various bad status effects, but if you have
|Ribbons equipped at least that is out of the way. His ultimate attack, Super
|Nova, is powerful though can't kill you (it works like Demi, except with
|15/16 of your HP). A Megalixir should counter this. When he casts DeSpell, you
|can cast Big Guard again if you want. Pummel him with your strongest spells,
|summons, physical attacks. Throw weapons at him, use up all your gil with Coin
|it's all allowed, since you won't have any other use for it. You could also
|cast Knights of the Round and put him straight to the grave.
|-----

```

After this fight, one more fight will occur, but you can't lose. I, for one, really like that battle, but it's not like you didn't notice by my name... ;)

ENJOY THE ENDING, FOLKS! You've EARNED it!

This is the ending to Final Fantasy VII. Naturally, only watch if you want to be spoiled or re-live the ending once

more.

## Final Fantasy VII Guide - Walkthrough

# Characters and Storyline

Again, I feel I must WARN you. This section contains SPOILERS!

This section describes the stories of the characters in Final Fantasy 7. You can see this as a Character Bios and Story Analysis both. Due to the fact that the story is listed by character, this hopefully makes it easy to understand.

As for the stats and the % that are in the tables, you may wonder how this was derived from the game. Without going in the mechanics with too much specifics, it suffices to say that I took the min/max marges for the stats, calculated the average of the stat when looking at all 9 characters, and then checked how much the characters differed from that average. Real simple, real effective.

The indications (Low, High, Average) are different for HP/MP, and stats. For example, 5% is what I consider Very High for HP/MP, but only 10% will qualify as Very High for stats. This is done to give a better, quick reflection.

This only resembles natural stat growth. Stat maxing is a whole league apart.

## Final Fantasy VII Guide - Playable Characters

### Cloud Strife

#### Character Data:

```
-----
Job:          Mercenary
(ex-member of SOLDIER)
Age:          21
Weapon:       Sword
Height:       173 cm (5'7")
Birthdate:    August 19
Birthplace:   Nibelheim
Bloodtype:    AB
-----
```

#### Cloud's Last Name:

```
-----
I always found that the main FF7 characters had a last name that suited their character, or major events they had gone through. 'Strife' just may refer to 'strife': Cloud is pretty much in conflict with himself and his identity. The truth is somewhere in his mind, but first he must solve this conflict.
-----
```

#### In-battle/Stat-wise:

```
-----
HP:           High ( 3.1%)
MP:           High ( 3.5%)
Strength:     Very High ( 13.5%)
Vitality:     High ( 8.5%)
Magic:        Very High ( 10.1%)
Spirit:       Above Avg ( 4%)
Dexterity:    Below Avg (-3.4%)
Luck:         Average ( 0%)
-----
```

#### Summary:

```
-----
Cloud is an extremely balanced character, and he is in fact outstanding on all aspects when it comes down to stats. Since Cloud is almost always in your party, this is a good thing. You can use him as a fighter or magic user both.

Cloud is best put in the front row, to ensure solid physical attack power. His defense along with his HP is good enough to take a few blows.
-----
```

#### Storyline:

Cloud Strife is the main character of Final Fantasy VII. Cloud was born in Nibelheim, where he grew up with Tifa. He grew up rather isolated from the other children in Nibelheim, including Tifa. Cloud felt himself better than them, although he did long for friendship. When Tifa and the other children tried to climb Mt. Nibel, Cloud was the only one to come for her. He also makes the promise to Tifa that he will come for her when he is strong and when he is the number one SOLDIER in Shinra, just like Sephiroth.

Cloud never made it in SOLDIER. Instead, he became a normal Shinra guard. An important assignment is the one where he must investigate a problem at the Nibelheim Mako Reactor. At first, the player of the game is told that it was Cloud who accompanied Sephiroth. Later in the game, Cloud's role appears to have been much less prominent, when it is revealed that it was actually Zack and Sephiroth who were the leading roles during the Nibelheim incident. Cloud was one of the normal Shinra guards, so he did see everything that happened.

Upon reaching the reactor, Sephiroth finds out about Hojo's failed experiments, which were about infusing SOLDIERS with Mako and Jenova Cells. Sephiroth goes on a rampage and burns Nibelheim, killing both Cloud and Tifa's parents. Tifa's father is killed in the reactor, after which Tifa gets wounded by Sephiroth. By then, Zack is also already wounded by Sephiroth, and it looks like all hope is lost. But then Cloud comes for her, and in a fight with Sephiroth he somehow manages to survive Sephiroth's stab, and he throws Sephiroth into the bottom of the reactor, essentially the Lifestream.

After this, both wounded Cloud and Zack were brought to the Shinra Mansion, and Professor Hojo from Shinra

started horrible experiments on them, putting them in the Mako tubes. Fortunately, Zack finds himself strong enough (after a long time) to escape from the tube, and he frees Cloud. They set off to Midgar, on the run for Shinra. Close to Midgar, Zack dies by an overwhelming power of Shinra grunts. Cloud is left for dead. Cloud manages to get himself to Midgar, grabbing Zack's Buster Sword. Tifa finds him, and the story of FFVII begins.

It turns out that Cloud suffers from a mixture of amnesia and mind control. Because Cloud has had enormous amounts of Mako infused cells, along with Jenova Cells, Sephiroth can control Cloud sometimes. The voices inside Cloud's head are in fact no one else than the real Cloud, who remembers how everything went in the past.



## Final Fantasy VII Guide - Playable Characters

### Barret Wallace

#### Character Data:

-----  
 Job: Leader of AVALANCHE  
 Age: 35  
 Weapon: Gun-Arm  
 Height: 197 cm (6'4")  
 Birthdate: December 15  
 Birthplace: Corel Village  
 Bloodtype: O  
 -----

#### Barret's Last Name:

-----  
 'Wallace' always reminded me of the Scottish leader of the resistance, William Wallace, who opposed the British and fought for the freedom of Scotland. In terms of FF7, the only resemblance I see is the most obvious: Barret also leads a resistance group named AVALANCHE, which opposes Shinra.  
 -----

#### In-battle/Stat-wise:

-----  
 HP: Very High ( 8.5%)  
 MP: Very Low (-8.9%)  
 Strength: Very High ( 11.4%)  
 Vitality: Very High ( 15.5%)  
 Magic: Very Low (-9.4%)  
 Spirit: Low (-7.8%)  
 Dexterity: Very Low (-16.7%)  
 Luck: Below Average (-7.8%)  
 -----

#### Summary:

-----  
 Barret is your common, everyday physical fighter: Slow, very strong at physical attacks, very high physical defense, and low magic stats.  
 Many of Barret's weapons (all his guns) are Long-Range. Make sure to put him in the backrow: He'll do full damage, and take half the damage from physical attacks.  
 -----

#### Storyline:

-----  
 Barret grew up in the coal mining village Corel. Everything was at peace, until one day Shinra company wanted to build a mako reactor. Barret was one of the people negotiating about it, and he didn't see the cons of the project.. yet. His best friend Dyne on the other hand, was all against it. When the reactor was built, anti-Shinra terrorists (also known as AVALANCHE) attacked the reactor. Shinra's countermeasure was to burn Corel to the ground, killing many innocents.

Barret and Dyne saw the village burn from a distance, and on their return they were attacked by Scarlet and Shinra troops. In the process, both Barret and Dyne lost their arm. Dyne fell from a cliff and Barret thought he was dead. Barret later replaced his lost arm with a prosthetic gun arm. He also adopted Marlene, the daughter of Dyne, who was still alive.

Barret becomes the leader of the second incarnation of AVALANCHE, swearing revenge on Shinra. During the game, Barret's character changes somewhat when he realizes that he doesn't get his family back with revenge.

## Final Fantasy VII Guide - Playable Characters

### Tifa Lockheart

Character Data:	Tifa's Last Name:
-----	-----
Job: Bar Hostess (and AVALANCHE member)	I always thought that 'Lockheart' was pointing subtle to the fact Tifa had been locking some secrets about Cloud, deep away in her heart.
Age: 20	Secrets, such as she loves him, such as she doesn't tell anyone how the incident in Nibelheim really went (although she is confused about it at first).
Weapon: Glove	
Height: 167 cm (5'4")	
Birthdate: May 3	
Birthplace: Nibelheim	
Bloodtype: B	
-----	

In-battle/Stat-wise:	Summary:
-----	-----
HP: Below Avg (-2.1%)	Tifa at first sight seems a rather mediocre character when it comes down to stats. She is obviously a speedy powerhouse, while she does not fall into either the category of magician or fighter.
MP: Below Avg (-2.7%)	
Strength: High ( 6.25%)	
Vitality: Below Avg (-4.4%)	
Magic: Below Avg (-4.9%)	
Spirit: Average ( 0%)	
Dexterity: Very High ( 11.4%)	Tifa is probably best put in the front row; Seeing how Strength is her main talent, you wouldn't want to cut that power in half.
Luck: Above Avg ( 3.9%)	
-----	

#### Storyline:

-----

Tifa grew up in Nibelheim as Cloud's neighbor. Because of circumstances, they never really got close. When Tifa's mom died when Tifa was 8 years old, Tifa went looking for her through Mount Nibel, believing her spirit passed though. Cloud was the only one who came for her, but it results in both of them falling down a bridge. Tifa went into a coma for week. Cloud got the blame for the accident by Tifa's father, and their relationship remained distant.

When Cloud was 14 he asked Tifa to come to the well one night, He told Tifa about his plans of becoming a SOLDIER. Tifa was surprised and disappointed both and she asked him to promise that he would come for her if she ever was in trouble.

After Cloud left, Tifa started to wonder about Cloud, even though they never really were close. She began reading newspapers looking for a story about Cloud.

When Tifa was 15, she was the guide for a group of Shinra SOLDIERS who were sent to inspect the reactor in Mount Nibelheim, where an incident had happened. This group consisted of Sephiroth, Zack, and two Shinra grunts. Tifa didn't know that Cloud was in fact one of these grunts. Cloud, in shame, did not reveal his identity to her.

Sephiroth discovers several disturbing things about his past, and he burns Nibelheim to the ground. He also kills Tifa's father in the reactor. Tifa also rushes to the reactor, but gets seriously injured by Sephiroth. Cloud then comes to the rescue, laying her on a safer spot, after which he confronts Sephiroth. He gets stabbed, though with all his strength he slams him in the depths of the reactor (the lifestream). Tifa is then rescued by her martial arts teacher

Zangan, who brings her to Midgar where he leaves her with a doctor.

In Midgar, Tifa recovers from her injury and sets up the bar '7th Heaven'. She meets Barret here, who she joins AVALANCHE with so she can get revenge on Shinra.

Shortly before the game begins, Tifa finds a rather sick and confused Cloud at the train station. It's the first time she has seen him in 7 years, although Cloud tells her it's only been 5 (Cloud remembers the whole Nibelheim incident vaguely, while Tifa doesn't know he had been there). Tifa quickly found out there were many things Cloud couldn't have known, so she offered him the job at AVALANCHE just to get more time to figure out the mysteries behind Cloud, and also, of course, to look after him.

## Final Fantasy VII Guide - Playable Characters

# Aeris Gainsborough

### Character Data:

```
-----
Job:      Flower Merchant
Age:      22
Weapon:   Rod
Height:   163 cm (5'3")
Birthdate: February 7
Birthplace: Unknown
Bloodtype: O
-----
```

### Aeris' Last Name:

```
-----
Thomas Gainsborough was is a famous painter from
the 18th century. However, I can't see a clear
connection with Aeris here, other than a few too
far-fetched theories.
-----
```

### In-battle/Stat-wise:

```
-----
HP:      Low (-4.4%)
MP:      Very High ( 14.2%)
Strength: Very Low (-14.2%)
Vitality: Low (-6.8%)
Magic:   Very High ( 11.2%)
Spirit:  High ( 6.7%)
Dexterity: Very Low (-10.1%)
Luck:    Above Avg ( 3.9%)
-----
```

### Summary:

```
-----
Aeris is a magic user, deep from the heart.
Her MP and Magic stats are high, and her HP and
physical strength and defense lack. She is
somewhat slower than the rest. She is a great
healer, and her Limit Breaks are all of a
supporting kind.

Aeris is best put in the back-row. She should
using magic, which hits for full damage.
-----
```

### Storyline:

Aeris is a flowergirl in the Midgar Slums. She lives with her adoptive mother, Elmyra Gainsborough. Her real mother, Ifalna, was the last surviving Ancient of the planet. She left her daughter the White Materia, which Aeris doesn't know how to use for a long time. Her father is Professor Gast, who found Ifalna in Icicle Inn.

Hojo had Professor Gast shot and Elmyra and Aeris taken to the Shinra HQ. It was seven years later they escaped, but they didn't get far. At the train station of sector 5, where Elmyra was waiting for her man to return from the war with Wutai. Instead she found Aeris and her wounded mother.

Five years before the start of the game, Aeris meets Zack and they fall in love with each other. It is unknown how long they've dated, but it was a quite serious relationship.

In Midgar, Aeris is often pursued by the Turks. One day, Cloud crashed down the roof of the church, and helps Aeris escape. This gets the two involved in the adventure you know as Final Fantasy 7.

**Final Fantasy VII Guide - Playable Characters****Red XIII (Nanaki)****Character Data:**

```

-----
Job:      Beast
Age:      48 (15 or 16)
Weapon:   Head-dress
Height:   120 cm (3'9")
Birthdate: Unknown
Birthplace: Cosmo Canyon
Bloodtype: Unknown
-----

```

**RedXIII's Name:**

```

-----
The name 'RedXIII' is actually only a codename that
was given to him by Professor Hojo. RedXIII's real
name is Nanaki, although the official FF7 name
in-game stays RedXIII initially. There's no last
name here, so there's also no theory here. And I'm
sure you know how Hojo came to 'Red' and 'XIII'...
-----

```

**In-battle/Stat-wise:**

```

-----
HP:      High ( 3.4%)
MP:      Average (-1%)
Strength: Average ( 0%)
Vitality: Above Avg ( 3.8%)
Magic:   Below Avg (-2.7%)
Spirit:  Average ( 0%)
Dexterity: Very High ( 22.8%)
Luck:    Below Avg (-3.9%)
-----

```

**Summary:**

```

-----
RedXIII is a very speedy, balanced character.
He's the fastest character, and all his other
stats are all around the average.

I suggest putting RedXIII in the front row, so
he can also deal good damage with physical
attacks.
-----

```

**Storyline:**

RedXIII is a powerful beast with the ability to speak. His real name is Nanaki, and RedXIII is just the name Hojo gave him. Hojo attempted to mate RedXIII with Aeris, seeing how 'both are endangered species'.

RedXIII is the oldest member of the party with his 48 years old, but he is only an adolescent because he ages very slowly. His species can become over 500 years old, in fact RedXIII lives at least 548 years.. :)

RedXIII believed that his father, Seto, was a coward when his tribe was at war with the Gi Tribe. At Cosmo Canyon, RedXIII discovers that Seto didn't run away but actually fought with his life to protect his family, until the spears turned him to stone.

Bugenhagen is an important figure in RedXIII's life. He even refers to him as his grandfather.

**Final Fantasy VII Guide - Playable Characters****Cait Sith****Character Data:**

```

-----
Job:      Toysaurus
Age:      Unknown
Weapon:   Megaphone
Height:   100 cm (3'2")
Birthdate: Unknown
Birthplace: Unknown
Bloodtype: N/A
-----

```

**Cait Sith's Name:**

```

-----
Seeing how Cait Sith is only a toy, under control
by Reeve, that already explains enough. Cait kind
of resembles 'cat', and Sith the traitorous act(s).

```

**In-battle/Stat-wise:**

```

-----
HP:      Average (-0.1%)
MP:      Average (-1%)
Strength: Average ( 6.4%)
Vitality: Low (-9.1%)
Magic:   Above Avg ( 2.8%)
Spirit:  Above Avg ( 4%)
Dexterity: Very Low (-10.1%)
Luck:    Below Avg (-3.9%)
-----

```

**Summary:**

```

-----
Cait Sith is actually an avid magic user. His
physical stats lack somewhat, and his magic
stats make up for that.

Cait Sith is probably best put in the back row.
He has rather low physical defense, so putting
him there is an excellent countermeasure. If
you use Cait Sith as a Magic user, then this
doesn't even affect his power.

```

**Storyline:**

-----  
Cait Sith rides/sits on a large moogles. Cait Sith is actually 'only' a toy cat, which is under the control of Reeve, one of the top Shinra characters.

Cait Sith joins the party in the Gold Saucer. He 'sacrifices' himself at the Temple of the Ancients, but a new version quickly shows up.

He's basically the 'black sheep' of the party, seeing how he betrays the party on several occasions. In the end he proves to be a useful and powerful ally.

**Final Fantasy VII Guide - Playable Characters****Cid Highwind****Character Data:**

```

-----
Job:      Pilot
Age:      32
Weapon:   Spear
Height:   178 cm (5'8")
Birthdate: February 22
Birthplace: Unknown
Bloodtype: B
-----

```

**Cid's Last Name:**

```

-----
This is an easy one. Highwind refers not only to
the Airship (and that is likely the other way
around), but to Cid's ambitions to someday fly to
the ends of the universe. To fly high, so to speak.
His final Limit Break is also called Highwind, due
to the airship being involved.
-----

```

**In-battle/Stat-wise:**

```

-----
HP:      Average ( 0%)
MP:      Low (-5.8%)
Strength: Above Avg ( 1.7%)
Vitality: High ( 9.7%)
Magic:   Low (-8.3%)
Spirit:  High ( 6.8%)
Dexterity: Low (-5.1%)
Luck:    Low (-7.8%)
-----

```

**Summary:**

```

-----
Cid is belongs to the Dragoon class, sort of. Not
only his limit breaks suggest this, but his stats
seem to lean more to the physical side. Cid does
have a high Spirit stat, so his defense is good
versus magic. Magic isn't Cid's strongest point,
and he's a tad slower than the rest.

Cid is best put in the front row to ensure solid
physical damage.
-----

```

**Storyline:**

-----

Cid dreamt of flying to outer space since his childhood. He had an opportunity when the Shinra Space Program was initiated, however Cid had to cancel the launch because of Shera, who was repairing a malfunctioning tank. Cid always held this grudge against Shera, while Shera actually loves Cid very much. She has devoted her life to him, pretty much.

Cid is the single most swearing character in FF7, even more so than Barret. Cid looks and acts tough, smoking a cig after each battle. But his heart is in the right place. He has a passion for flying and he's also the captain of the Highwind. He also becomes the party leader for a while during Cloud's absence.

## Final Fantasy VII Guide - Playable Characters

# Yuffie Kisaragi

### Character Data:

```
-----
Job:      Materia Hunter, Ninja
Age:      16
Weapon:   Knife, Boomerang,
          Origami (for throwing)
Height:   160 cm (5'2")
Birthdate: November 20
Birthplace: Wutai
Bloodtype: A
-----
```

### Yuffie's Last Name:

```
-----
'Kisaragi' means 'wear more clothes' in
Kanji. Admittedly, Yuffie doesn't wear all
that much clothing for her age (or she
does wear some, it just happens to be
revealing, and her pants are unbuttoned..)
```

### In-battle/Stat-wise:

```
-----
HP:       Below Avg (-2.5%)
MP:       Below Avg (-3.8%)
Strength: Below Avg (-1.7%)
Vitality: Below Avg (-4.4%)
Magic:    Below Avg (-1.6%)
Spirit:   Below Avg ( 3.5%)
Dexterity: Very High ( 21.3%)
Luck:     Very High ( 11.8%)
-----
```

### Summary:

```
-----
Yuffie is a very balanced character. She may be
a bit below average on the main stats, but it's
never a really low spike. She is on the other
hand a very quick little ninja which makes up
for the rather average stats. She also seems to
have good luck on her side. Remember, however,
that Luck only results in more critical hits and
better evasion; NOT better stealing.
Yuffie is a long-range character, put her in the
back row.
```

### Storyline:

Yuffie is a ninja, and a so called materia hunter. She can easily be described as a thief. Her hometown is Wutai, which was at war with Shinra before the game started. Her father Godo is the leader of Wutai.

Yuffie can be encountered in forest on the worldmap. She can actually steal money from you if you do something wrong in the dialog.. but she can join you. Yuffie also suffers from motion sickness.



## Final Fantasy VII Guide - Playable Characters

# Vincent Valentine

### Character Data:

```
-----
Job:      Unemployed
Age:      27
Weapon:   Gun
Height:   184 cm
Birthdate: October 13
Birthplace: Unknown
Bloodtype: A
-----
```

### Vincent's Last Name:

```
-----
His last name clearly refers to a very important
event in his life. Vincent's story in FF7 pretty much
revolves his love for Lucretia, which ended up with
Vincent getting shot and experimented on by Hojo.
-----
```

### In-battle/Stat-wise:

```
-----
HP:       Very Low (-5.2%)
MP:       High ( 4.6%)
Strength: Very Low (-11%)
Vitality: Low (-9.1%)
Magic:    Above Avg ( 2.8%)
Spirit:   Above Avg ( 4%)
Dexterity: Very Low (-10.1%)
Luck:     Below Avg (-3.9%)
-----
```

### Summary:

```
-----
Besides HP, MP, and Strength, Vincent is the
same as Cait Sith. Vincent is a magic user,
only second to Aeris.

Vincent should always be in the backrow no
matter your (good..) strategy. All his weapons
are long-range, plus Vincent's a magic user.
-----
```

### Storyline:

Vincent was a Turk, working for Shinra 30 years before the start of the game. He was assigned to the Jenova Project. During this time, it was that he fell in love with a scientist named Lucretia.

His love was not returned, and Lucretia got into a relationship with Hojo. After she got pregnant (of Sephiroth), Hojo used their child to experiment on.

Vincent wanted to put an end to this but got shot by Hojo, after which he was experimented on by, who else, Hojo. When Vincent awoke, he felt like he had to pay for his sin, and he locked himself in a coffin.

His body doesn't age. Therefore, Vincent's real age is in fact 57 during FF7.